

General things that every class has or the game uses.
did not want to make arrows to keep it organized..

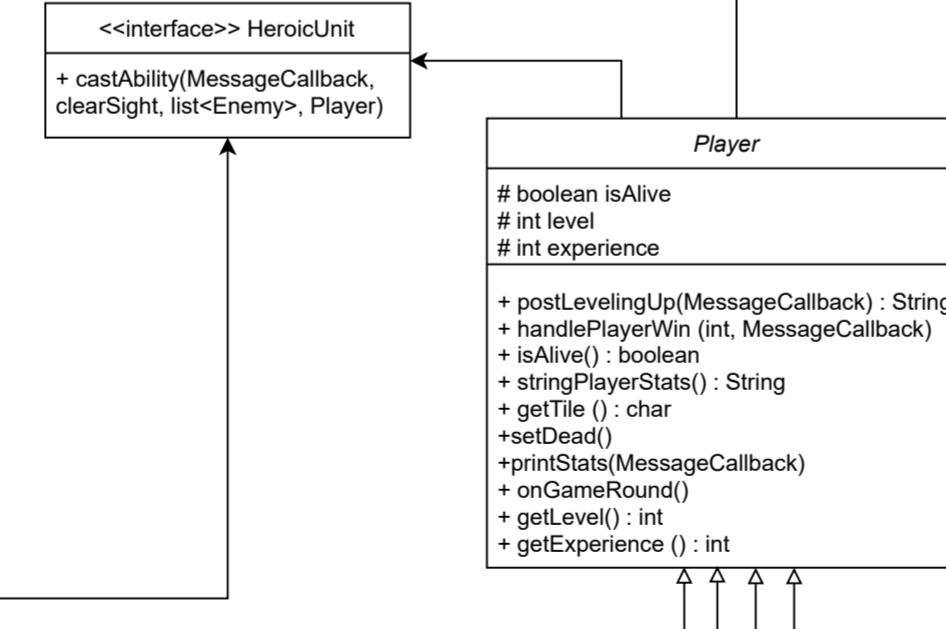
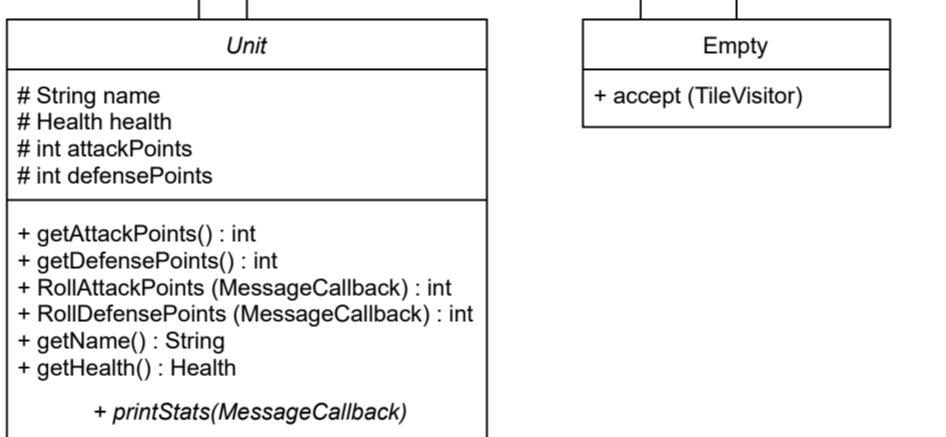
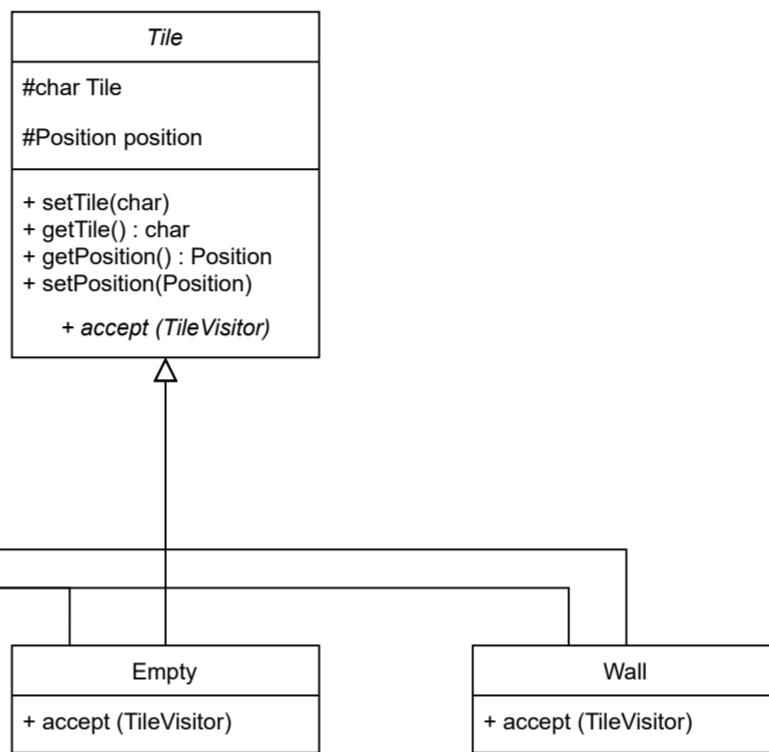
Position
#int row
#int col
+ RightPosition() : Position
+ LeftPosition() : Position
+ UpPosition() : Position
+ DownPosition() : Position
+ getTargetDirection (Direction dir) : Position
+ range(Position) : double
+ getRow() : int
+ getCol() : int
+ translate (char) : Position
+ equals (Object) : int
+ hashCode() : int

Board
- Tile [][] grid
- int rows, cols
- Player player
- List<Enemy>
+ getPlayer() : Player
+ getEnemies() : List<Enemy>
+ hasClearSight(Position, Position) : boolean
+ loadLevelsFromFile(String) : Tile [][]
+ getTileAt() : Tile
+ allEnemiesDead() : boolean
+ removeEnemy(Enemy)
+ markPlayerDead(Player)

CombatSystem
+ handlePlayerAttacksEnemy(Player, Enemy, Board, MessageCallback)
+ checkAndHandleDeadEnemy(Player, Enemy, Board, MessageCallback)
+ handleEnemyAttacksPlayer(Player, Enemy, Board, MessageCallback)
+ handlePlayerSpecialAbilityAttack(Player, Enemy, Board, MessageCallback)

Game
- Cli cli
- Board board
+ createPlayer(char) : Player
+ checkIfNextLevelExists(int) : boolean
- createBoardForLevel(int, Player) : Board
- checkIfPlayerIsDead(Player) : boolean
+ run()

Health
#int healthPool
#int healthAmount
+ addHealth(int)
+ decreaseHealth(int)
+ getHealthPool() : int
+ getHealthAmount() : int
+ setHealthPool(int)
+ setHealthAmount(int)



Trap
- int visibilityTime
- int invisibilityTime
- int ticksCount
- boolean visible
flipVisibility()

Monster
- int visionRange

Boss
- int visionRange
- int abilityFrequency
- int combatTicks
+ castAbility

Warrior
- int abilityCooldown
- int remainingCooldown
- boolean castSucceeded
overrides methods

Rogue
- int maxEnergy
- int currentEnergy
- int specialAbilityCost
- boolean castSucceeded
overrides methods

Mage
- int manaPool
- int manaCost
- int spellPower
- int currentMana
- int hitsCount
- int abilityRange
- boolean castSucceeded
overrides methods

Hunter
- int shootingRange
- int arrowCount
- int ticksCount
- boolean castSucceeded
overrides methods