

# Rogue Like Like UML

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Game
- unitID : int[0..*]
+ Game(palyerPos : int, hasLockPick: bool) + advStory() + checkPlayerPos(pos: int, unitID[]: int) +updateOutput(story : String)

Player
- playerPos : int
+ getPos() : int + setPos(playerPos : int) + checkForItem(playerPos : int)

Storyboard
- storyLine : String[0..*]
+ StoryBoardplayerPos : int) + getStory() : String

LockWindow
- Image : Image[0..*] - currentAngle : double - curGuess : int - success : int
+ LockGame(image[0..*] : Image) + update(g : graphics) + paint(g : graphics) + animation(g : graphics) + keyPressed(ke KeyEvent)

MapWindow
- Image : Image[0..*]
+ MapWindow(image[0..*] : Image) + drawUnits(unitID: int, unitPos: int) +updateScreen() +update(g : graphics) +paint(g : graphics)

Lock
- target : int - difficulty : int
+ Lock(difficulty : int) + getTarget() : int - setTarget()

Guards
- unitPos : int[0..*]
+ getGuardsPos) : int[] + advPos(unitPos : int, unitID : int)