CLI

GetPlayer

Print all the players

gameManager.addPlayer(int c)

Choose a player according the number.

LoadLevel

gameManager.createBoard();

//this will print this level board for the first time

GameTick

Do action according to the letter .

gameManager.runTick(char c);

GameManager

CreateBoard

This will return a String of a board to the CLI

runTick

player.doAction()

for(enemy : EnemiesList){

enemy.doAction()

}