

Logic
+setSource(*istream): void
+operator»(in: &istream): &istream
+rollDice(numDice: int, sides: int)
+newGame(): void
+main(): int

Floor
+getSymbol(name: string): char
+direction: enum
+BLANK_FLOOR: *Entity[][]
+Floor(player: Player)
+~Floor()
+getDepth(): int
+setDepth(): void
+gameOver(): bool
+getScore(): int
+operator«(out: &ostream): &ostream
-symbolTable: map<string, char>
-randomLocation(x: &int, y: &int)
-entities: *Entity[][]

Door
+getName(): string
+occupy(mover: Character, dir: Floor::direction): void

Stairs
+getName(): string
+occupy(mover: Character, dir: Floor::direction): void

Wall
+getName(): string
+occupy(mover: Character, dir: Floor::direction): void

Potion
+getName(): string
+generateRandom(): Potion
+revealType(type: potionType): void
+isRevealed(): bool
+use(user: Character): void
-potionType: enum
-Potion(type: potionType)
-type: potionType
-revealed: map<potionType, bool>

Character
+races: enum
+Character(floor: Floor, race: races)
+getName(): string
+getHP(): int
+getGold(): int
+getItems(): Entity[]
+heal(power: int): void
+damage(power: int): void
+poison(power: int): void
+move(): void
+move(dir: Floor::direction): void
+attack(dir: Floor::direction): void
+attackSurrounding(): void
+setHostile(): void
+racialTraits(): Traits
+traits(): Traits
+resetExtrinsicTraits(): void

Floor
+getName(): string

Wall
+getName(): string
+occupy(mover: Character, dir: Floor::direction): void

Gold
+getName(): string
+generateRandom(): Gold
+generateMerchHorde(): Gold
+generateDragonHorde(dragon: Character): Gold
+occupy(mover: Character, dir: Floor::direction): void
+alertAdj(adjChar: Character): void
-dragon: Character

Human
+hitChance(): int
+isAlive(): bool
+isHostile(): bool
+move(): Floor::direction
+goldDrop(): int

Hostile
+isHostile(): bool

Traits
+Traits(traits: Traits, floor: Floor)
+attack(target: Traits): void
+defend(attacker: Traits): int
+hitChance(): int
+isAlive(): bool
+isHostile(): bool
+move(): Floor::direction
+goldDrop(): int
+sell(gold: int): Entity
~Traits() = 0
-prevTraits: Traits
-floor: Floor

Merchant
+aggrieved(): bool
+hitChance(): int
+isAlive(): bool
+isHostile(): bool
+move(): Floor::direction
+goldDrop(): int
+sell(gold: int): Entity

The other races are not included.