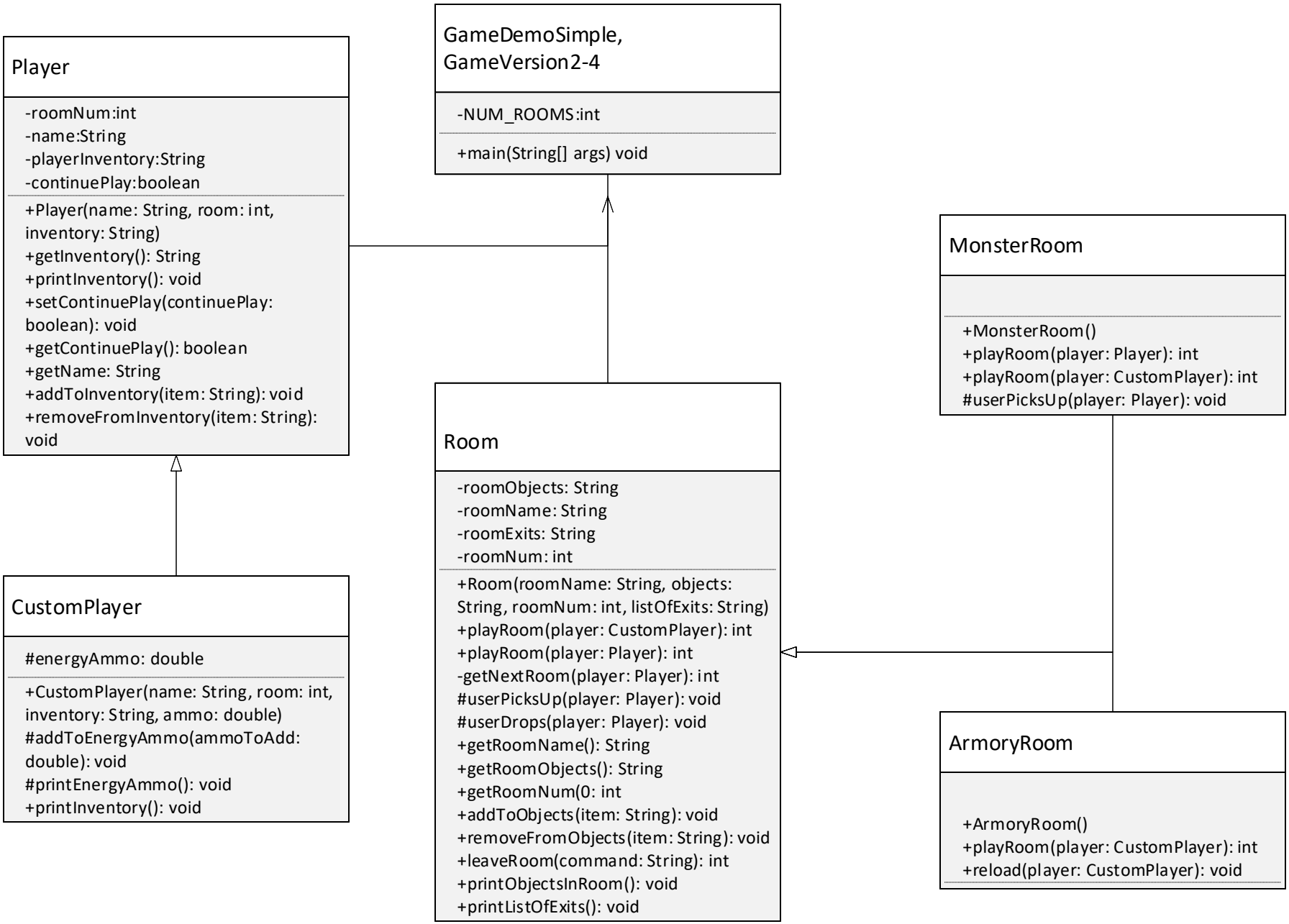
Player
-roomNum:int
-name:String
-playerInventory:String
-continuePlay:boolean
+Player(name: String, room: int, inventory: String)
+getInventory(): String
+printInventory(): void
+setContinuePlay(continuePlay: boolean): void
+getContinuePlay(): boolean
+getName: String
+addToInventory(item: String): void
+removeFromInventory(item: String): void
GameDemoSimple, GameVersion2-4
-NUM_ROOMS:int
+main(String[] args) void
MonsterRoom
+MonsterRoom()
+playRoom(player: Player): int
+playRoom(player: CustomPlayer): int
#userPicksUp(player: Player): void
Room
-roomObjects: String
-roomName: String
-roomExits: String
-roomNum: int
+Room(roomName: String, objects: String, roomNum: int, listOfExits: String)
+playRoom(player: CustomPlayer): int
+playRoom(player: Player): int
-getNextRoom(player: Player): int
#userPicksUp(player: Player): void
#userDrops(player: Player): void
+getRoomName(): String
+getRoomObjects(): String
+getRoomNum(0: int
+addToObjects(item: String): void
+removeFromObjects(item: String): void
+leaveRoom(command: String): int
+printObjectsInRoom(): void
+printListOfExits(): void
CustomPlayer
#energyAmmo: double
+CustomPlayer(name: String, room: int, inventory: String, ammo: double)
#addToEnergyAmmo(ammoToAdd: double): void
#printEnergyAmmo(): void
+printInventory(): void
ArmoryRoom
+ArmoryRoom()
+playRoom(player: CustomPlayer): int
+reload(player: CustomPlayer): void