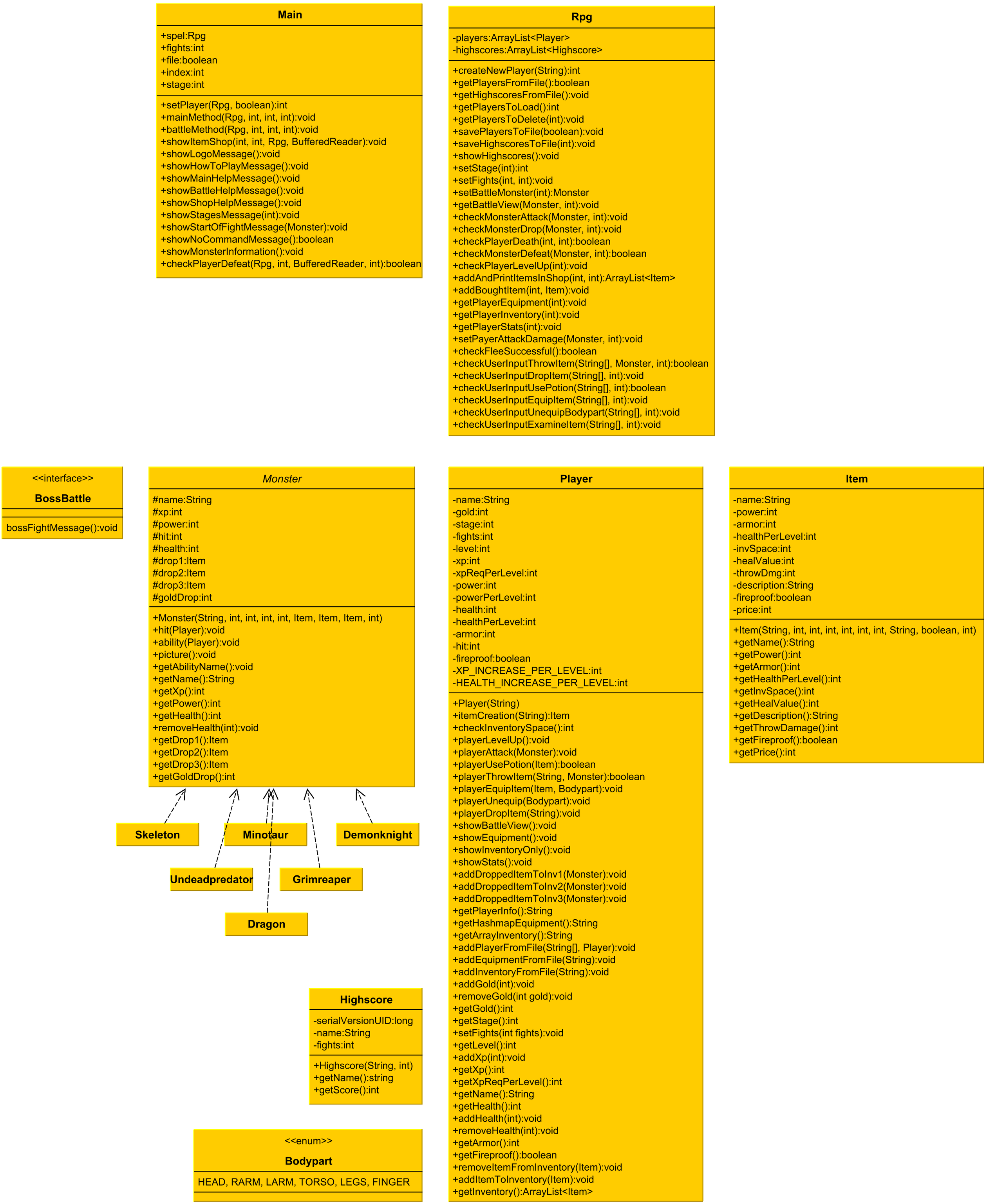
Main
+spel:Rpg
+fights:int
+file:boolean
+index:int
+stage:int
+setPlayer(Rpg, boolean):int
+mainMethod(Rpg, int, int, int):void
+battleMethod(Rpg, int, int, int):void
+showItemShop(int, int, Rpg, BufferedReader):void
+showLogoMessage():void
+showHowToPlayMessage():void
+showMainHelpMessage():void
+showBattleHelpMessage():void
+showShopHelpMessage():void
+showStagesMessage(int):void
+showStartOfFightMessage(Monster):void
+showNoCommandMessage():boolean
+showMonsterInformation():void
+checkPlayerDefeat(Rpg, int, BufferedReader, int):boolean
Rpg
-players:ArrayList<Player>
-highscores:ArrayList<Highscore>
+createNewPlayer(String):int
+getPlayersFromFile():boolean
+getHighscoresFromFile():void
+getPlayersToLoad():int
+getPlayersToDelete(int):void
+savePlayersToFile(boolean):void
+saveHighscoresToFile(int):void
+showHighscores():void
+setStage(int):int
+setFights(int, int):void
+setBattleMonster(int):Monster
+getBattleView(Monster, int):void
+checkMonsterAttack(Monster, int):void
+checkMonsterDrop(Monster, int):void
+checkPlayerDeath(int, int):boolean
+checkMonsterDefeat(Monster, int):boolean
+checkPlayerLevelUp(int):void
+addAndPrintItemsInShop(int, int):ArrayList<Item>
+addBoughtItem(int, Item):void
+getPlayerEquipment(int):void
+getPlayerInventory(int):void
+getPlayerStats(int):void
+setPayerAttackDamage(Monster, int):void
+checkFleeSuccessful():boolean
+checkUserInputThrowItem(String[], Monster, int):boolean
+checkUserInputDropItem(String[], int):void
+checkUserInputUsePotion(String[], int):boolean
+checkUserInputEquipItem(String[], int):void
+checkUserInputUnequipBodypart(String[], int):void
+checkUserInputExamineItem(String[], int):void
<<interface>>
BossBattle
bossFightMessage():void
Monster
#name:String
#xp:int
#power:int
#hit:int
#health:int
#drop1:Item
#drop2:Item
#drop3:Item
#goldDrop:int
+Monster(String, int, int, int, int, Item, Item, Item, int)
+hit(Player):void
+ability(Player):void
+picture():void
+getAbilityName():void
+getName():String
+getXp():int
+getPower():int
+getHealth():int
+removeHealth(int):void
+getDrop1():Item
+getDrop2():Item
+getDrop3():Item
+getGoldDrop():int
Skeleton
Minotaur
Demonknight
Undeadpredator
Grimreaper
Dragon
Player
-name:String
-gold:int
-stage:int
-fights:int
-level:int
-xp:int
-xpReqPerLevel:int
-power:int
-powerPerLevel:int
-health:int
-healthPerLevel:int
-armor:int
-hit:int
-fireproof:boolean
-XP_INCREASE_PER_LEVEL:int
-HEALTH_INCREASE_PER_LEVEL:int
+Player(String)
+itemCreation(String):Item
+checkInventorySpace():int
+playerLevelUp():void
+playerAttack(Monster):void
+playerUsePotion(Item):boolean
+playerThrowItem(String, Monster):boolean
+playerEquipItem(Item, Bodypart):void
+playerUnequip(Bodypart):void
+playerDropItem(String):void
+showBattleView():void
+showEquipment():void
+showInventoryOnly():void
+showStats():void
+addDroppedItemToInv1(Monster):void
+addDroppedItemToInv2(Monster):void
+addDroppedItemToInv3(Monster):void
+getPlayerInfo():String
+getHashmapEquipment():String
+getArrayInventory():String
+addPlayerFromFile(String[], Player):void
+addEquipmentFromFile(String):void
+addInventoryFromFile(String):void
+addGold(int):void
+removeGold(int gold):void
+getGold():int
+getStage():int
+setFights(int fights):void
+getLevel():int
+addXp(int):void
+getXp():int
+getXpReqPerLevel():int
+getName():String
+getHealth():int
+addHealth(int):void
+removeHealth(int):void
+getArmor():int
+getFireproof():boolean
+removeItemFromInventory(Item):void
+addItemToInventory(Item):void
+getInventory():ArrayList<Item>
Item
-name:String
-power:int
-armor:int
-healthPerLevel:int
-invSpace:int
-healValue:int
-throwDmg:int
-description:String
-fireproof:boolean
-price:int
+Item(String, int, int, int, int, int, int, String, boolean, int)
+getName():String
+getPower():int
+getArmor():int
+getHealthPerLevel():int
+getInvSpace():int
+getHealValue():int
+getDescription():String
+getThrowDamage():int
+getFireproof():boolean
+getPrice():int
Highscore
-serialVersionUID:long
-name:String
-fights:int
+Highscore(String, int)
+getName():string
+getScore():int
<<enum>>
Bodypart
HEAD, RARM, LARM, TORSO, LEGS, FINGER