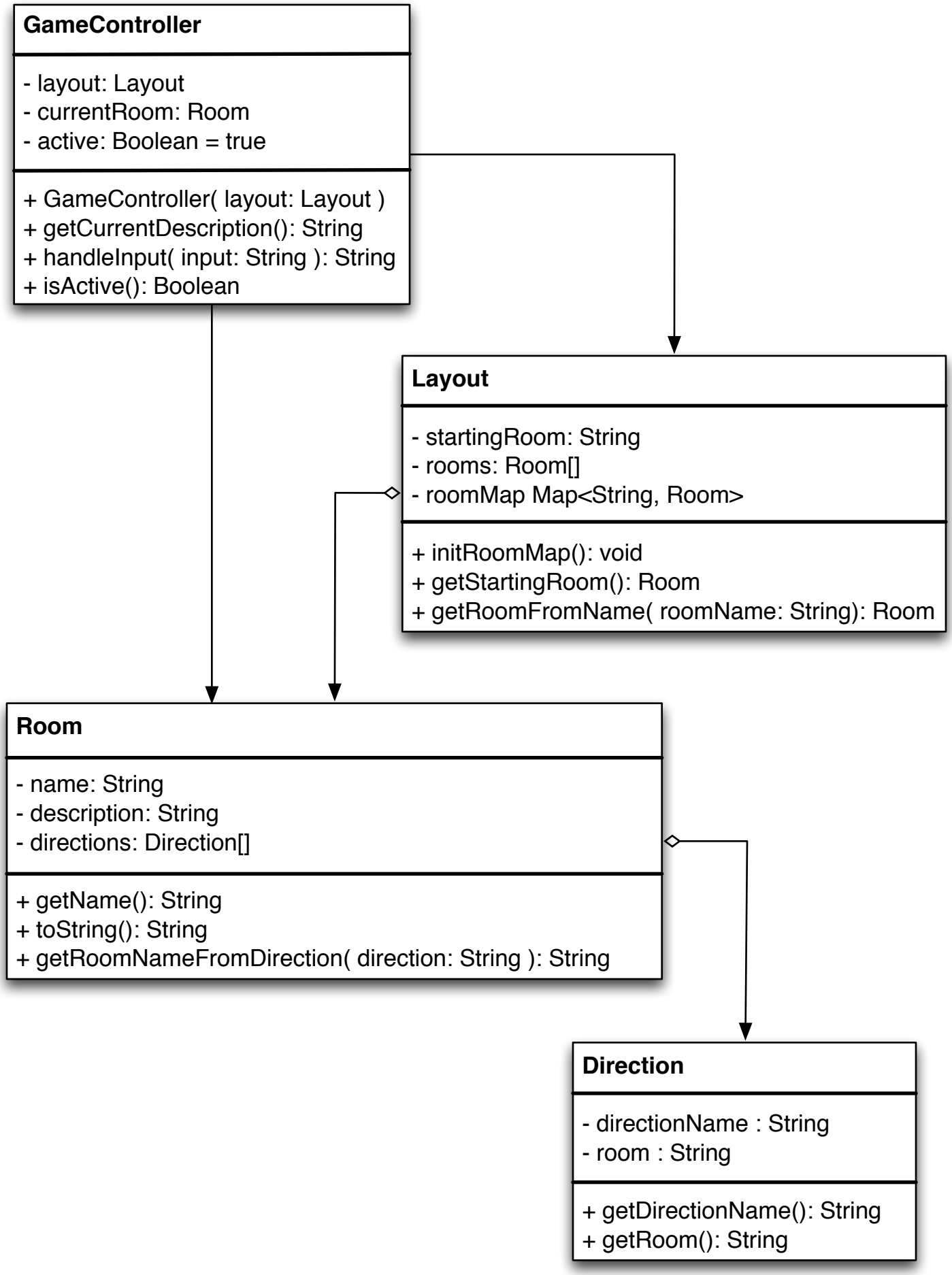
GameController
- layout: Layout
- currentRoom: Room
- active: Boolean = true
+ GameController(layout: Layout)
+ getCurrentDescription(): String
+ handleInput(input: String): String
+ isActive(): Boolean
Layout
- startingRoom: String
- rooms: Room[]
- roomMap Map<String, Room>
+ initRoomMap(): void
+ getStartingRoom(): Room
+ getRoomFromName(roomName: String): Room
Room
- name: String
- description: String
- directions: Direction[]
+ getName(): String
+ toString(): String
+ getRoomNameFromDirection(direction: String): String
Direction
- directionName : String
- room : String
+ getDirectionName(): String
+ getRoom(): String