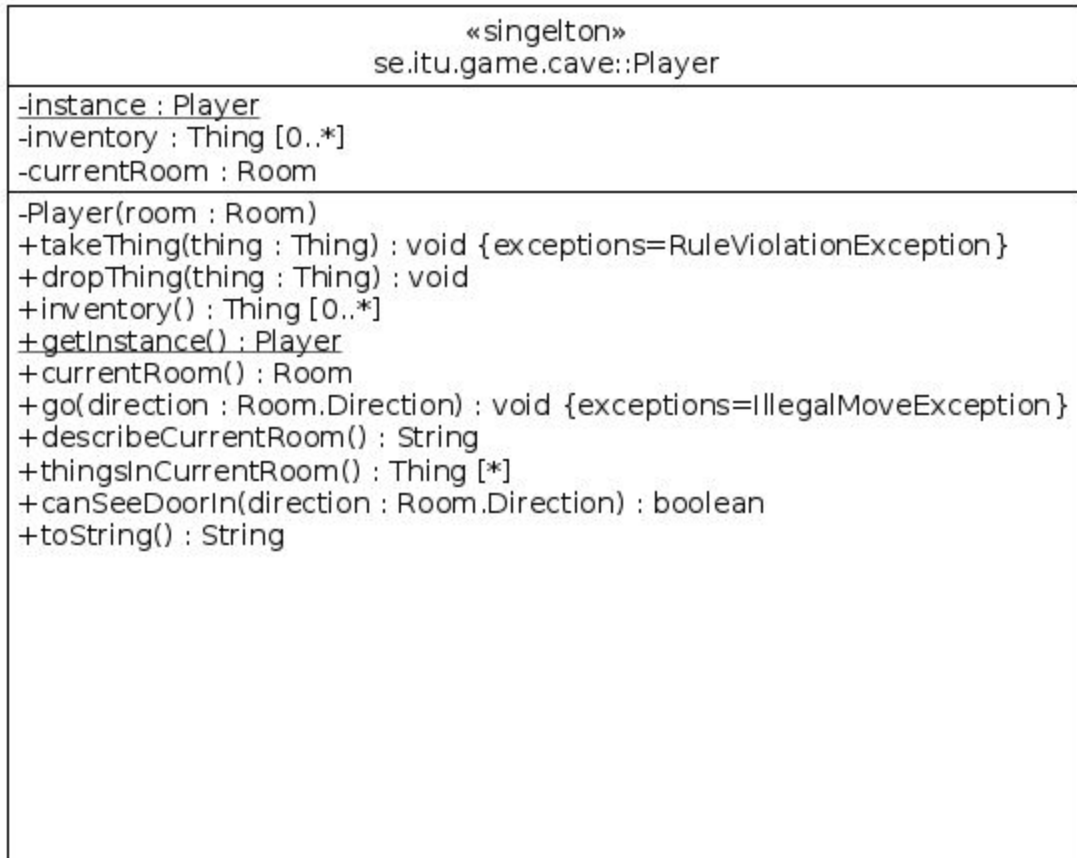


Player



RuleBook

<i>se.itu.game.cave::RuleBook</i>
<u>-rules: Map<Thing, ThingRule></u> <u>-roomRules: Map<Room, RoomRule></u>
<u>+addThingRule(thing : Thing, rule : ThingRule) : void</u> <u>+addRoomRule(room : Room, rule : RoomRule) : void</u> <u>+getRuleFor(thing : Thing) : ThingRule</u> <u>+getRuleFor(room : Room) : RoomRule</u>

RoomRule

<i>se.itu.game.cave::RoomRule</i>
<u>#creatureDescription : String</u> <u>#room : Room</u>
<u>+RoomRule(room : Room, creatureDescription : String)</u> <u>+apply() : void</u> <u>+creatureDescription() : String</u> <u>+changeCreatureDescription(newDescription : String)</u>