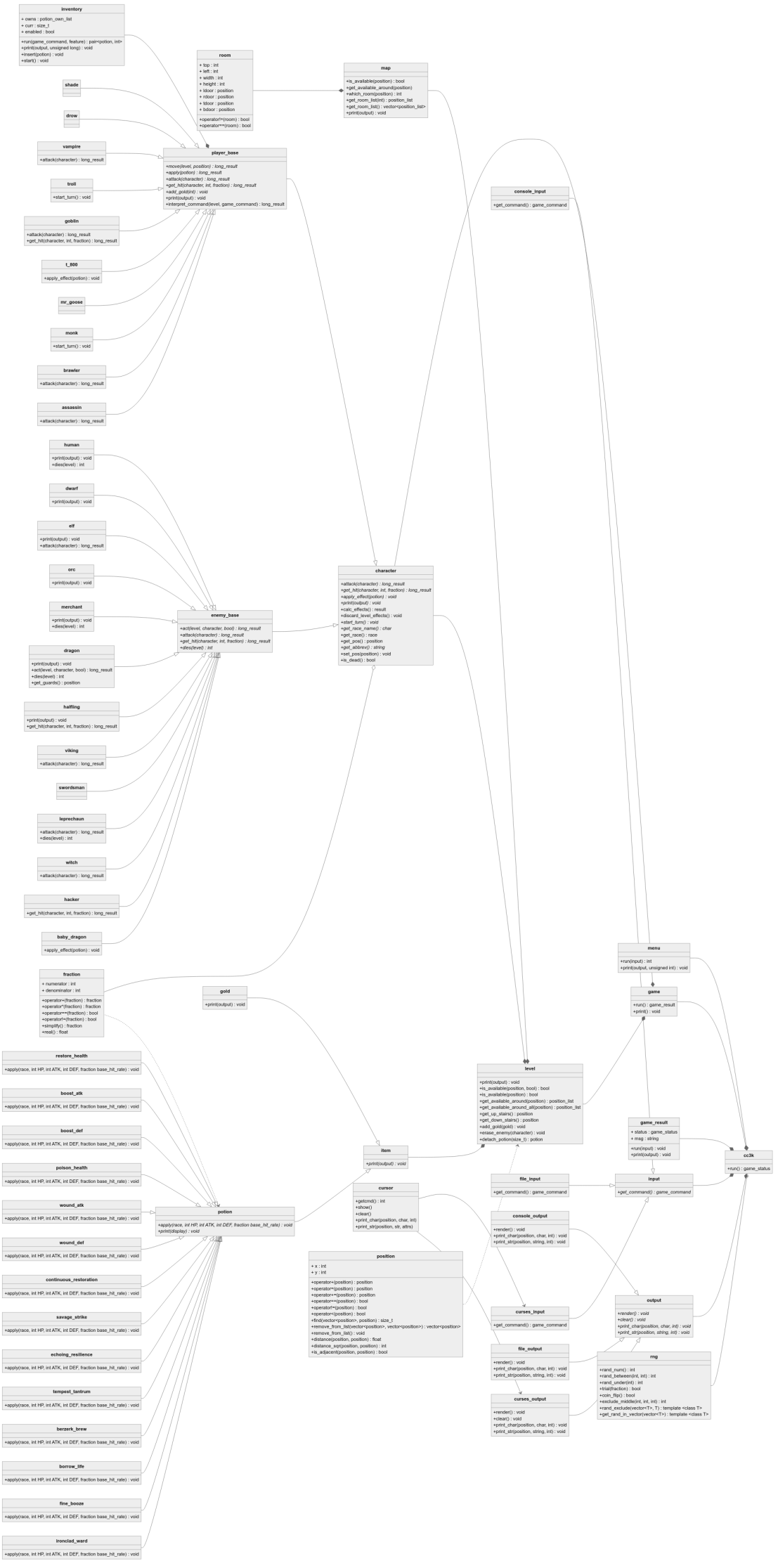
inventory
+ owns : potion_own_list
+ curr : size_t
+ enabled : bool
+run(game_command, feature) : pair<potion, int>
+print(output, unsigned long) : void
+insert(potion) : void
+start() : void
room
+ top : int
+ left : int
+ width : int
+ height : int
+ ldoor : position
+ rdoor : position
+ tdoor : position
+ bdoor : position
+operator!=(room) : bool
+operator==(room) : bool
map
+is_available(position) : bool
+get_available_around(position)
+which_room(position) : int
+get_room_list(int) : position_list
+get_room_list() : vector<position_list>
+print(output) : void
shade
drow
vampire
+attack(character) : long_result
player_base
troll
+start_turn() : void
goblin
+attack(character) : long_result
+get_hit(character, int, fraction) : long_result
t_800
+apply_effect(potion) : void
mr_goose
monk
+start_turn() : void
brawler
+attack(character) : long_result
assassin
+attack(character) : long_result
console_input
+get_command() : game_command
human
+print(output) : void
+dies(level) : int
dwarf
+print(output) : void
elf
+print(output) : void
+attack(character) : long_result
orc
+print(output) : void
merchant
+print(output) : void
+dies(level) : int
enemy_base
+act(level, character, bool) : long_result
+attack(character) : long_result
+get_hit(character, int, fraction) : long_result
+dies(level) : int
character
+attack(character) : long_result
+get_hit(character, int, fraction) : long_result
+apply_effect(potion) : void
+print(output) : void
+calc_effects() : result
+discard_level_effects() : void
+start_turn() : void
+get_race_name() : char
+get_race() : race
+get_pos() : position
+get_abbrev() : string
+set_pos(position) : void
+is_dead() : bool
dragon
+print(output) : void
+act(level, character, bool) : long_result
+dies(level) : int
+get_guards() : position
halfling
+print(output) : void
+get_hit(character, int, fraction) : long_result
viking
+attack(character) : long_result
swordsman
leprechaun
+attack(character) : long_result
+dies(level) : int
witch
+attack(character) : long_result
hacker
+get_hit(character, int, fraction) : long_result
baby_dragon
+apply_effect(potion) : void
menu
+run(input) : int
+print(output, unsigned int) : void
fraction
+ numerator : int
+ denominator : int
+operator+(fraction) : fraction
+operator*(fraction) : fraction
+operator==(fraction) : bool
+operator!=(fraction) : bool
+simplify() : fraction
+real() : float
gold
+print(output) : void
game
+run() : game_result
+print() : void
restore_health
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
boost_atk
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
boost_def
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
poison_health
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
wound_atk
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
wound_def
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
continuous_restoration
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
savage_strike
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
echoing_resilience
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
tempest_tantrum
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
berzerk_brew
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
borrow_life
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
fine_booze
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
ironclad_ward
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
potion
+apply(race, int HP, int ATK, int DEF, fraction base_hit_rate) : void
+print(display) : void
level
+print(output) : void
+is_available(position, bool) : bool
+is_available(position) : bool
+get_available_around(position) : position_list
+get_available_around_all(position) : position_list
+get_up_stairs() : position
+get_down_stairs() : position
+add_gold(gold) : void
+erase_enemy(character) : void
+detach_potion(size_t) : potion
item
+print(output) : void
game_result
+ status : game_status
+ msg : string
+run(input) : void
+print(output) : void
cc3k
+run() : game_status
cursor
+getcmd() : int
+show()
+clear()
+print_char(position, char, int)
+print_str(position, str, attrs)
file_input
+get_command() : game_command
input
+get_command() : game_command
console_output
+render() : void
+print_char(position, char, int) : void
+print_str(position, string, int) : void
position
+ x : int
+ y : int
+operator+(position) : position
+operator*(position) : position
+operator+=(position) : position
+operator==(position) : bool
+operator*(position) : bool
+operator<(position) : bool
+find(vector<position>, position) : size_t
+remove_from_list(vector<position>, vector<position>) : vector<position>
+remove_from_list() : void
+distance(position, position) : float
+distance_sqr(position, position) : int
+is_adjacent(position, position) : bool
curses_input
+get_command() : game_command
output
+render() : void
+clear() : void
+print_char(position, char, int) : void
+print_str(position, string, int) : void
file_output
+render() : void
+print_char(position, char, int) : void
+print_str(position, string, int) : void
curses_output
+render() : void
+clear() : void
+print_char(position, char, int) : void
+print_str(position, string, int) : void
rng
+rand_num() : int
+rand_between(int, int) : int
+rand_under(int) : int
+trial(fraction) : bool
+coin_flip() : bool
+exclude_middle(int, int, int) : int
+rand_exclude(vector<T>, T) : template <class T>
+get_rand_in_vector(vector<T>) : template <class T>