

Interface Hero

- Contain attack method.
- Contain defense method.
- Contain equipped weapon method.
- Contain unequipped weapon method.
- Contain Level up method.
- Contain set base stat independent on armor or weapon.
- Contain illustrate stat method.

Class Archer implement Hero.

- Contain stat of Archer.
- Contain mana and max hp.
- Contain base attack when don't equip weapon.
- Contain unique skill for archer career.
- Contain weapon Archer can equip.

Class Warrior implement Hero.

- Contain stat of warrior.
- Contain mana and max hp.
- Contain base attack when don't equip weapon.
- Contain unique skill for warrior career.
- Contain weapon Warrior can equip.

Interface Weapon

- Contain enhance method.
- Contain base stat of any weapon.
- Contain mitigate speed method when use the weapon.

Class Sword implement Weapon.

- Contains unique stat of sword.
- Contains unique skill of sword in any level.
- Contains range of attack.
- Contains reduce speed method when use sword.

Class Bow and Arrow implement Weapon.

- Contains unique stat of Bow and Arrow.
- Contains unique skill of Bow and Arrow in any level.
- Contains range of attack.
- Contains reduce speed method when use Bow and Arrow.