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.