



Public interface Character

-levelUp()
-recovery()
-godRevive()
-updateStat()
-showStat()
-upgrade(equipment)
-equip(equipment)
-attack(target)

Public Class Warrior implements Character{}

-guard() – Increase Resistance but can't attack
-unGuard() – stop guard

Public Class Archer implements Character

-penetareAttack(target) – attack with armor penetration

Public Class Sorcerress implements Character

-magicAttack(target) – attack with magic damage (magic attack will calculate damage with magic resistance)

-slow(target) – reduce target run speed, attack speed

Public Class Cleric implements Character

-heal(target) – heal target

Public interface Accessories

-updateStat()
-showStat()
-penetrate()

Public Class Sword implements Accessories

– increase attack by value

Public Class Shield implements Accessories

– increase physical resistance by value

Public Class Gloves implements Accessories

- increase magic resistance and attack speed

Public Class Amulet implements Accessories

– increase magic resistance by %

Public Class Ring implements Accessories

– increase HP by %
