def
atk
max hp
max mana
level

```
                    ┌──────────────┐
┌───────────┐       │ Accessories  │
│ Character │       └──────────────┘
└───────────┘          ↗        ↖
   ↗      ↖
┌─────────┐  ┌────────┐
│ Warrior │  │ Wizard │
└─────────┘  └────────┘
   ↖            ↖
        ┌──────┐  ┌──────────┐
        │ ring │  │ necklace │
        └──────┘  └──────────┘
```

ring
- + Hp
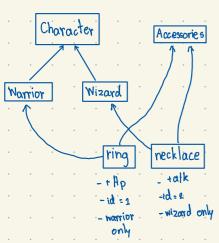- id = 1
- warrior only

necklace
- +atk
- id = 2
- wizard only

Character can : attack another character.
           heal his self but use mana to heal.
           equip an accessory that type match with character.
           level up but has some different scale between warrior and wizard.
           get attacked by another character.

Warrior : warrior has more max Hp and attack scale than wizard.
          can equip only ring.
Wizard : wizard has more defense and max mana scale than warrior.
         can equip only necklace.

Ring : has base bonus status if was equipped. (bonus max Hp)
       has an Id to tell this accessory is ring. (Id : 1)
Necklace : has base bonus status if was equipped. (bonus atk)
           has an Id to tell this accessory is necklace (Id : 2)

Interface Character methods
- void attack (Character target)

- void getAttacked (double damage)

- void show Status ()
- void level Up ()
- void equip Accessory ()
- void heal ()

Accessory : Increase status to character if it was equipped.
         Have an personal id to tell type.

Interface Accessory methods
- get stat ()   return value of bonus status of accessory.
- getId()   return int value of id of accessory.