Class Diagram

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┌ ─ ─ ─ ─ ─ ┐          ┌ ─ ─ ─ ─ ─ ┐
│ character │          │ accessories │
└ ─ ─ ─ ─ ─ ┘          └ ─ ─ ─ ─ ─ ┘
    ▲    ▲                  ▲    ▲
┌───────┐ ┌───────┐    ┌───────┐ ┌───────────┐
│Warrior│ │ Mage  │    │ Ring  │ │ Necklace  │
└───────┘ └───────┘    └───────┘ └───────────┘
```

Character

attack (target);   Attack to target

use Skill (target, skillSlot);   Use skill by slot skill

equip (accessories);   equip accessory

unEquip (slot);   unequip accessories by accessories slot

display Info ();   display all stats and accessories

Accessories

Upgrade ();   upgrade level of accessory

display Info ();   display stats

get Stat ();   return all stats in array format

[lv, hp, mp, atk, matk, def, mdef, spd]