character

interface character

- Void characterinfomation c);
- void state);
- void skill();
- void levelup();
- void equip (accesories weapon);
- void unequip (accesories weapon);

class human implements character

name
gender
level
tribe
attack
Defense
HP
mana
speed
skill
weapon

characterinformation

name . "name"
gender . "male"
tribe = human
level . 1

staf

attack = ~
defense : ~
HP : ~
mana : ~
speed : ~

skill

skill : Leadership Presence:
Boosts the morale of the party, granting bonuses to various attributes.

levelup

stat changing
level ++

equip

stat + weapon. get stat (human)

unequip

stat - weapon. get stat (human)

```
class undead implements character
```
name
gender
level
tribe
M.attack
Defense
HP
mana
speed
skill
weapon

characterinformation
        name   . "name"
        gender. "male"
        tribe = undead
        level .   1
staf
        attack : ~
        defense : —
        HP   : —
        mana   : —
        speed   : —
skill
      skill = Necrotic Touch
              Inflicts a curse on enemies,
              causing damage over time
              and weakening their abilities

 level up
      stat changing
      level ++
equip
      stat + weapon. getstat(undead)
unequip
        stat - weapon. getstat (undead)

Accessories

interface accecsories

- void stat ( );

- int getstat (String tribe)

Class sword implement accessories

attack
mana

stat
    attack = ~
get stat
    if tribe · human
        return attack * 2
    else
        return attack

Class ward implement accessories

attack
mana

stat
    mana
get stat
    if tribe · undead
        return mana * 2
    else
        return mana