```java
public interface RPGClass {
    void Status(); // show status
    void Equipment(); // show Equipment
    void LevelUp(); // Re-stat After Level-UP
    double AttackType(double ATK, double INT, string Type); // Calculate Damage from Attack type
    double DefenseType(double DEF, double INT, string Type); // Calculate Defense from Attacktype
}
```

extends

```java
        public interface Knight extends RPGClass {
            void useSwordDash();
            void useSheidGuard();
        }
        public interface Mage extends RPGClass {
            void useFireBall();
            void useMagicMirror();
        }
```

```java
public interface Accessory {
    String[] GetName&Type(); // return name & boost type
    void Stat(); // show stat
    void Equip(Player); // Re-stat after equiped/Unequiped
}
```

extends

```java
    public interface Warriorgear extends Accessory {
        int[] WarriorStat();
    }
    public interface Magegear extends Accessory {
        int[] MageStat();
    }
```