Monster

-hitPoints: int
-maxHP

+Monster(maxHP:int)
+setMaxHP(maxHP:int):void
+getMaxHP():int
+getHitPoints(): int
+setHitPoints(int h):void
+heal(int h):void
+takeDamage(int d):boolean

MagicMonster

-magicPoints
-maxMP

+MagicMonster(maxMP:int,maxHP)
+getMagicPoints(): int
+setMagicPoints(int h):void
+restoreMp(int h):void
+useMp(int d):boolean

MightMonster

-ragePoints: int
-maxRP

+MightMonster(maxRP:int, maxHP:int)
+getRagePoints(): int
+setRagePoints(int h):void
+restoreRp(int h):void
+useRp(int d):boolean

Witch

-name: String

+Witch()
+Witch(hitpoints:int)
+Witch(hitpoints:int, magicPoints:int)
+Witch(name:String,hitpoints:int, magicPoints:int)
+fireballAttack():int

Bear

-holeNr:int

+Bear()
+Bear(hitpoints: int)
+Bear(hitpoints:int,ragePoints:int)
+Bear(holeNr:int,hitpoints:int,ragePoints: int)
+bearClawAttack():int