```
UI.HUD
+ selection
+ confirm
 nbButtons
#
  buttons
# texts
+ HUD()
+ changeSelectionColor()
+ draw()
+ update()
+ selectClass()
     UI.HUD Fight
   + page
   + attackSelection
   + playerStats
   + choice

    player

   + HUD Fight()
   + update()
   + draw()
   + selectClass()
```