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| --- |
| Character |
| currentHealth : int  rand : Random  AttackDamage : int  CurrentHealth : int  Defence : int  Experience : int  Fled : bool  Gold : int  InDefensiveStance : bool  InOffensiveStance : bool  IsAlive : bool  MaxHealth : int  Name : string  Strength : int |
| ChangeStance(string); void  CalculateDamage(Character); int  GetBattleChoice();string  PrintStatus(); void  ProcessChoice(); void |

|  |
| --- |
| Program |
| hero : Hero  arena : Arena  game: bool  choice : string |
| Main( ) |

|  |
| --- |
| Hero |
| Items : bool[]  ShopWares : string[] |
| Hero();  PrintStatus(); void  GetBattleChoice(); string  Shop(); void  GetOptionChoice(); string  Inn(); void  Veiw(); void  Intro(); void  Battle(); bool  VictoryCheck(); bool  IfAlive(); bool |

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| --- |
| Arena |
| firstTime : bool  AlaricIsAlive : bool |
| EnterTheArena(); string  GetEnemy(); Character[]  GetRandomMonster(); Character |

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| Baby Dragon |
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| Ogre |
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| --- |
| Turtle |
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| --- |
| Kobold |
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| --- |
| Bombob |
| timer : int |
| ProcessChoice(); void |

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| --- |
| Zombie |
|  |
| ProcessChoice(); void  ChangeStance(); void |

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| --- |
| Imp |
|  |
| Calculate Damage(); int |

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| --- |
| AICharacter |
| AIattack : int  AIdefend : int  rand : Random |
| GetBattleChoice(); string |

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| --- |
| Barbarian |
| rand : Random  bool : SuperAttack |
| GetBattleChoice(); string  ProcessChoice(); void |

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| --- |
| Treasure\_Goblin |
| count : int |
| ProcessChoice();void |