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| --- |
| **Orc** |
| #\_strength: int |
| +Attack(): string |

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| **Wraith** |
| #\_mana: int |
| +Attack(): string |

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| **Uruk Hai** |
| #\_constitution: int |
| +Attack(): string |

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| --- |
| **Dragon** |
| -\_speed: int |
| +Attack(): string |

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| --- |
| **Maia** |
| +Attack(): string |

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| --- |
| **Creature** |
|  |
| -\_name: string |
| -\_Subordinates: vector |
| #\_health: int |
| #\_monsterType: string |
| +GetName(): string |
| +GetMonsterType(): string |
| +ListSubordinates(): string |
| +AddMonster(newMonster: shared\_ptr<Creature>) |
| +FindMonster(name: string): shared\_ptr<creature> |
| +GetStats(currentMonster: shared\_ptr<Creature>): string |
| +MonsterCount(monsterType: string): int |
| +GetCombinedBranchStats(CreatureCount: int, Orc: int, UrukHaiCount: int, WraithCount: int, DragonCount: int): string |
| +Attack(): string |
| +Operator>(otherMonster: Creature): bool |

CIS-17A Final Project UML Diagram