UML

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| **Class**  Location |
| **Private**  \_name  \_description |
| **Public**  Location  GetInfo |

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| **Class**  Character |
| **Private**  \_name  \_race  \_health  \_energy |
| **Public**  Character  GetInfo |

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| **Class**  Armor |
| **Private**  \_name  \_armorRating |
| **Public**  Armor  GetInfo |

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| **Class**  Weapon |
| **Private**  \_name  \_weaponPower |
| **Public**  Weapon  GetInfo |