

Team
-teamName: String -powerUps: ArrayList<PowerUp> -healingItems: ArrayList<HealingItem> -maps: ArrayList<String> -nMembers: int -money: double -memberList: ArrayList<Hero>
+addMember(Hero) +removeMember(Hero) +addPowerUp(PowerUp) +removePowerUp(PowerUp) +addHealingItem(HealingItem) +removeHealingItem(HealingItem) +addMap(String) +removeMap(String) +toString

Game
-nCities: int -time: double -cities: {City}
+initialise() +toString()

PowerObject
-cost: double
+toString()

Hero
-name: String -ability: String -strength: int
+toString

Villain
-name: String -taunt: String -supervillain: boolean -strength: int
+toString

Map
[cost] -cityShown(City)
+toString()

PowerUp
[cost]
+toString()

HealingItem
[cost]
+toString()

City
-name: String -places: {Location} //Randomised '//list of specific locations -completed: boolean
+toString

Location
-position: int :0-4 being C, N, E, S, W
+move() +toString()

VillainsLair
[position] -residentVillain: Villain
[move] +enterBattle() ...methods associated with battle? +toString()

Shop
[position] -healingItems: ArrayList<HealingItem> -maps: ArrayList<map> -healingItems: ArrayList<healingItems>
[move] +shopInventory() +purchasePowerUp(PowerUp) +purchaseMap(Map) +purchaseHealingItem(HealingItem) +toString

PowerUpDen
[position]
[move] +applyPowerUp(hero, powerUp)

Hospital
[position]
+applyHealingItem(HealingItem, Hero) +toString

HeroHomeBase
[position]: // always 0
+teamStatus() +teamInventory() +useMap(Map) +toString()