-Extends-		CombatController
		-Fight :fight
$\nabla$		- view: CombatPanel
GameController		- enemy : Mob
player : Player		+ update(e:EventType)
gamePanel: GamePanel		+ CombatController(Player,gamePanel,Enemy)
+update (e : EventType)		+SetEnemies(Mob enemy)
+ runController()		+ getView(): CombatPanel
		+getFight(): Fight
		+ run controller()