

Model::Main

Client

«interface»
Prototype
+clone(): Prototype

+implements

CharacterStats
+clone(): Prototype

+extends

«interface»
CombatHandler
+cmdAttack()
+gameOver(): boolean

+implements

Fight
-turn: int
-myTurn: boolean
+isOver: boolean
+cmdAttack()
+gameOver(): boolean
+getTurn(): int
+assignTurn(): boolean