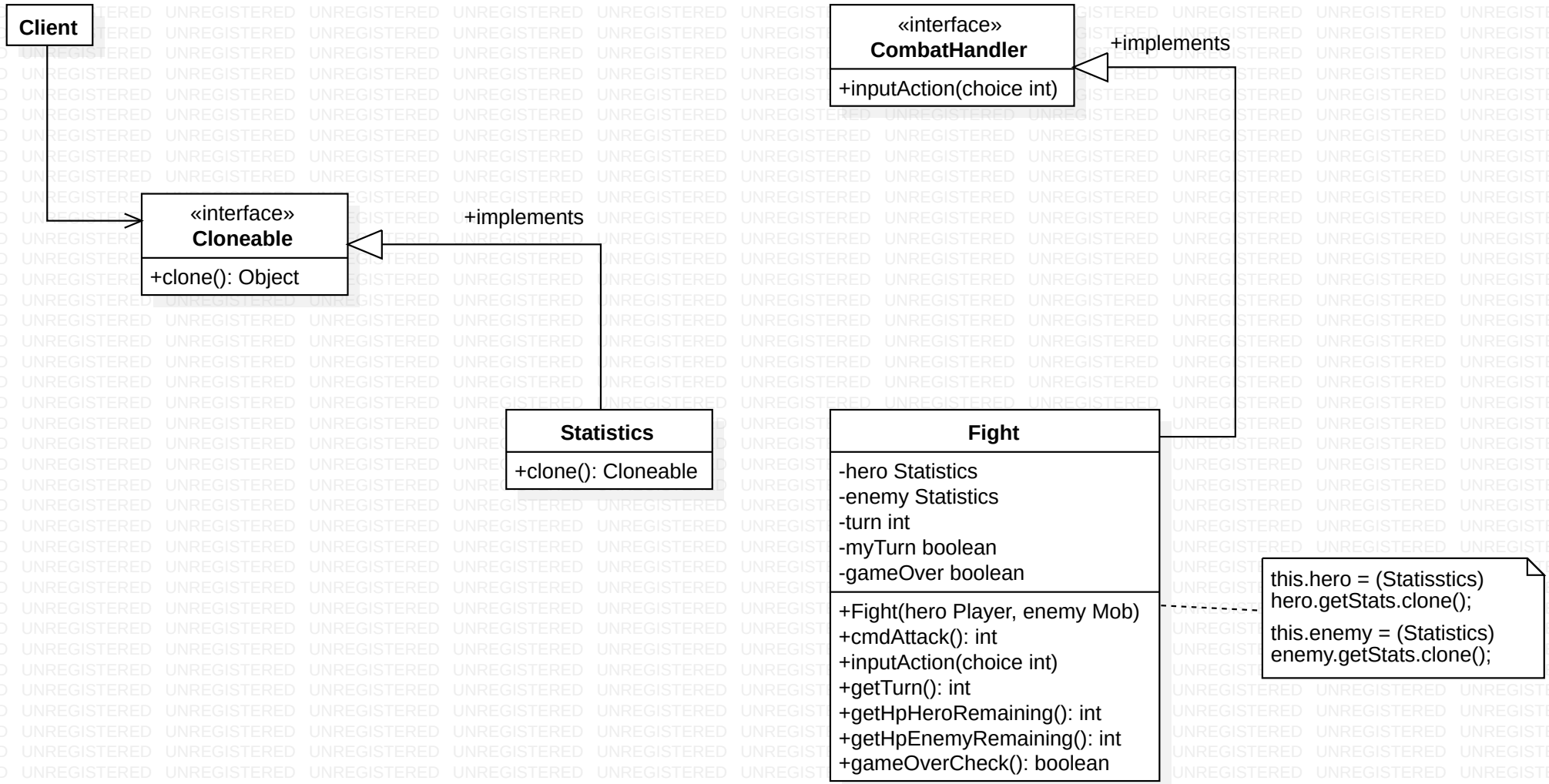
Model::Main


Client
«interface»
CombatHandler
+inputAction(choice int)
+implements
«interface»
Cloneable
+clone(): Object
+implements
Statistics
+clone(): Cloneable
Fight
-hero Statistics
-enemy Statistics
-turn int
-myTurn boolean
-gameOver boolean
+Fight(hero Player, enemy Mob)
+cmdAttack(): int
+inputAction(choice int)
+getTurn(): int
+getHpHeroRemaining(): int
+getHpEnemyRemaining(): int
+gameOverCheck(): boolean
this.hero = (Statisstics) hero.getStats.clone();
this.enemy = (Statistics) enemy.getStats.clone();