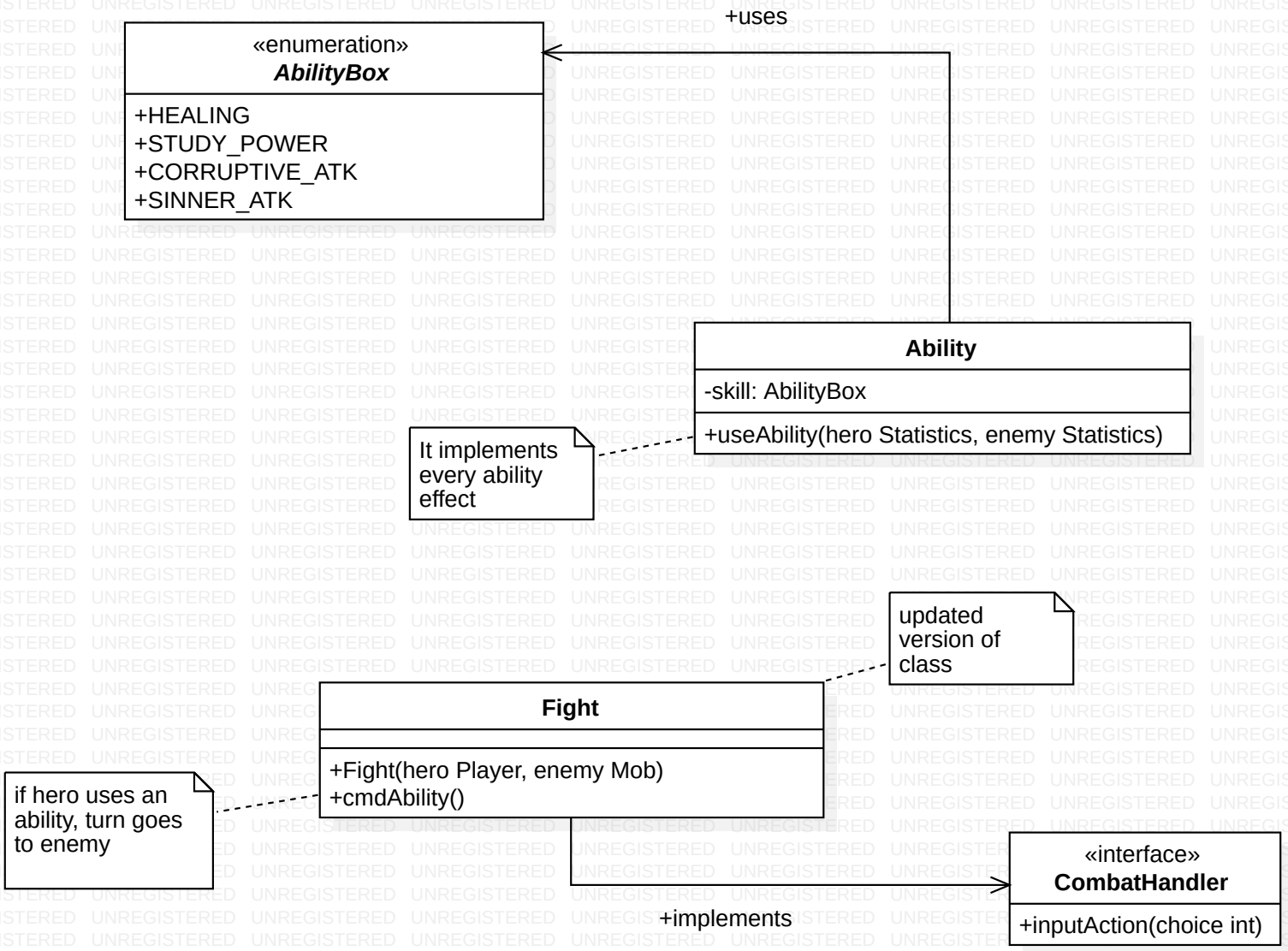
Model::Main


+uses
«enumeration»
AbilityBox
+HEALING
+STUDY_POWER
+CORRUPTIVE_ATK
+SINNER_ATK
Ability
-skill: AbilityBox
+useAbility(hero Statistics, enemy Statistics)
It implements every ability effect
updated version of class
Fight
+Fight(hero Player, enemy Mob)
+cmdAbility()
if hero uses an ability, turn goes to enemy
«interface»
CombatHandler
+inputAction(choice int)
+implements