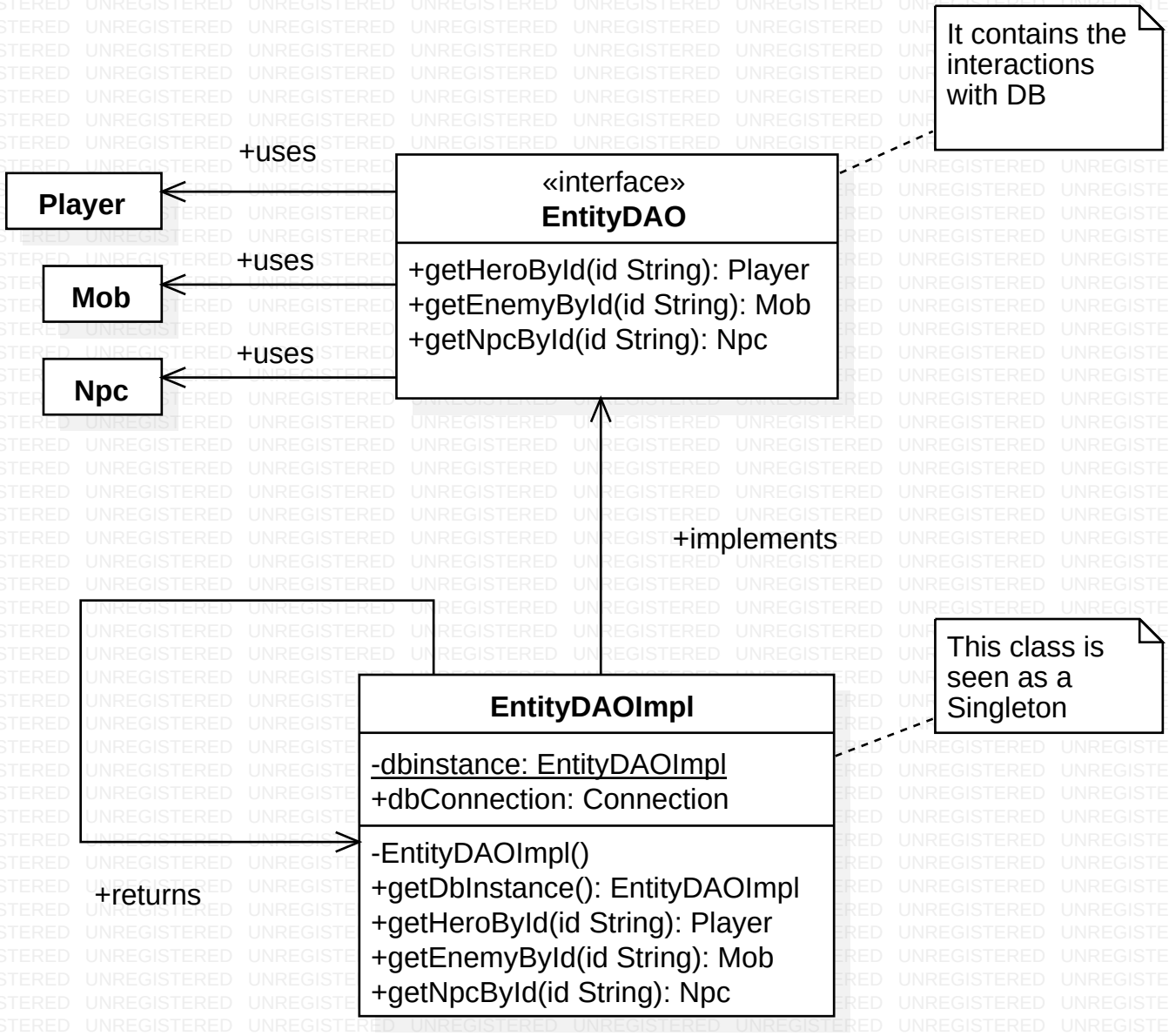
Model::Main


It contains the interactions with DB
+uses
Player
+uses
Mob
+uses
Npc
«interface»
EntityDAO
+getHeroById(id String): Player
+getEnemyById(id String): Mob
+getNpcById(id String): Npc
+implements
This class is seen as a Singleton
EntityDAOImpl
-dbinstance: EntityDAOImpl
+dbConnection: Connection
-EntityDAOImpl()
+getDbInstance(): EntityDAOImpl
+getHeroById(id String): Player
+getEnemyById(id String): Mob
+getNpcById(id String): Npc
+returns