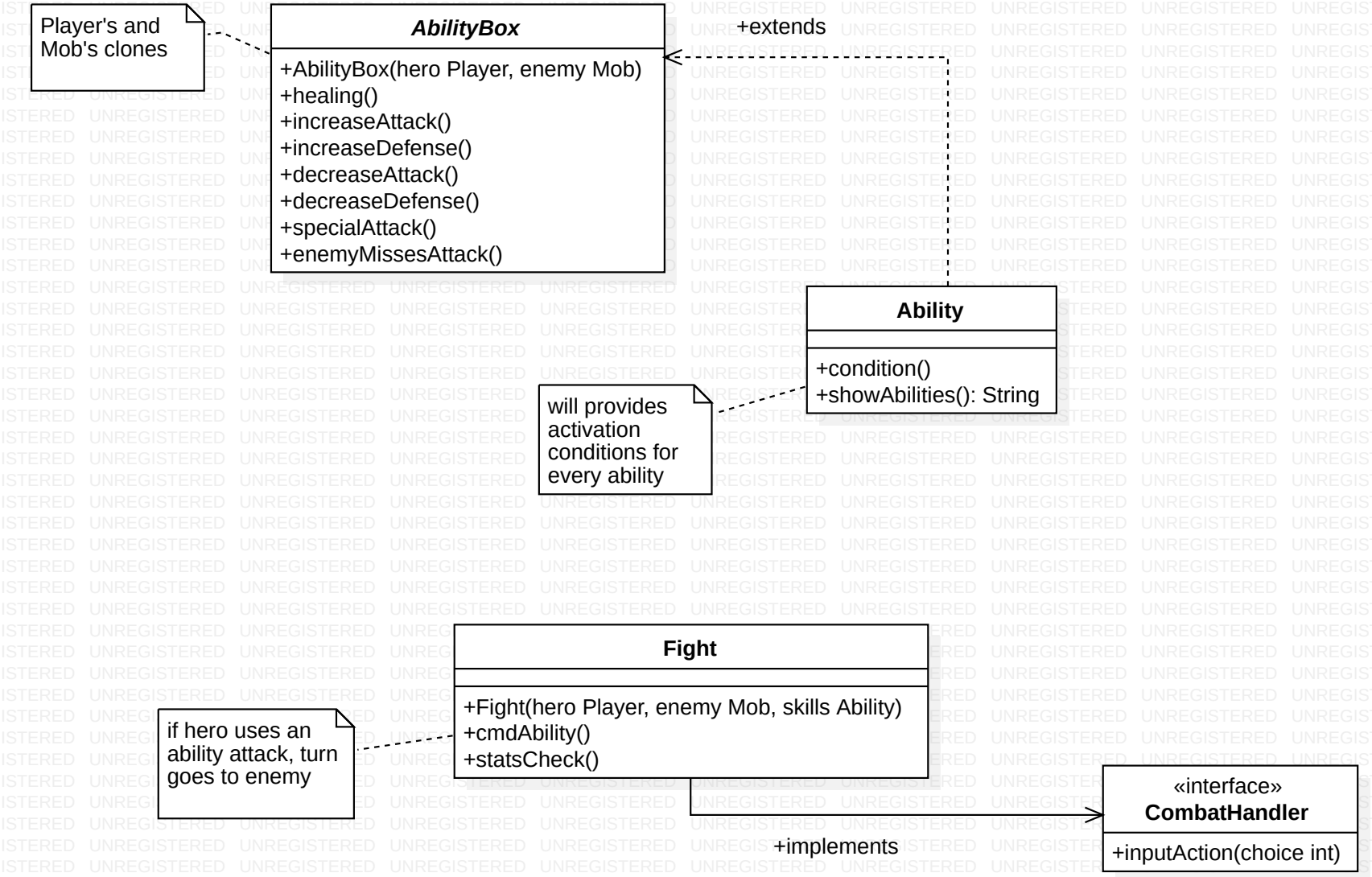
Model::Main


Player's and Mob's clones
AbilityBox
+AbilityBox(hero Player, enemy Mob)
+healing()
+increaseAttack()
+increaseDefense()
+decreaseAttack()
+decreaseDefense()
+specialAttack()
+enemyMissesAttack()
+extends
Ability
+condition()
+showAbilities(): String
will provides activation conditions for every ability
Fight
+Fight(hero Player, enemy Mob, skills Ability)
+cmdAbility()
+statsCheck()
if hero uses an ability attack, turn goes to enemy
+implements
«interface»
CombatHandler
+inputAction(choice int)