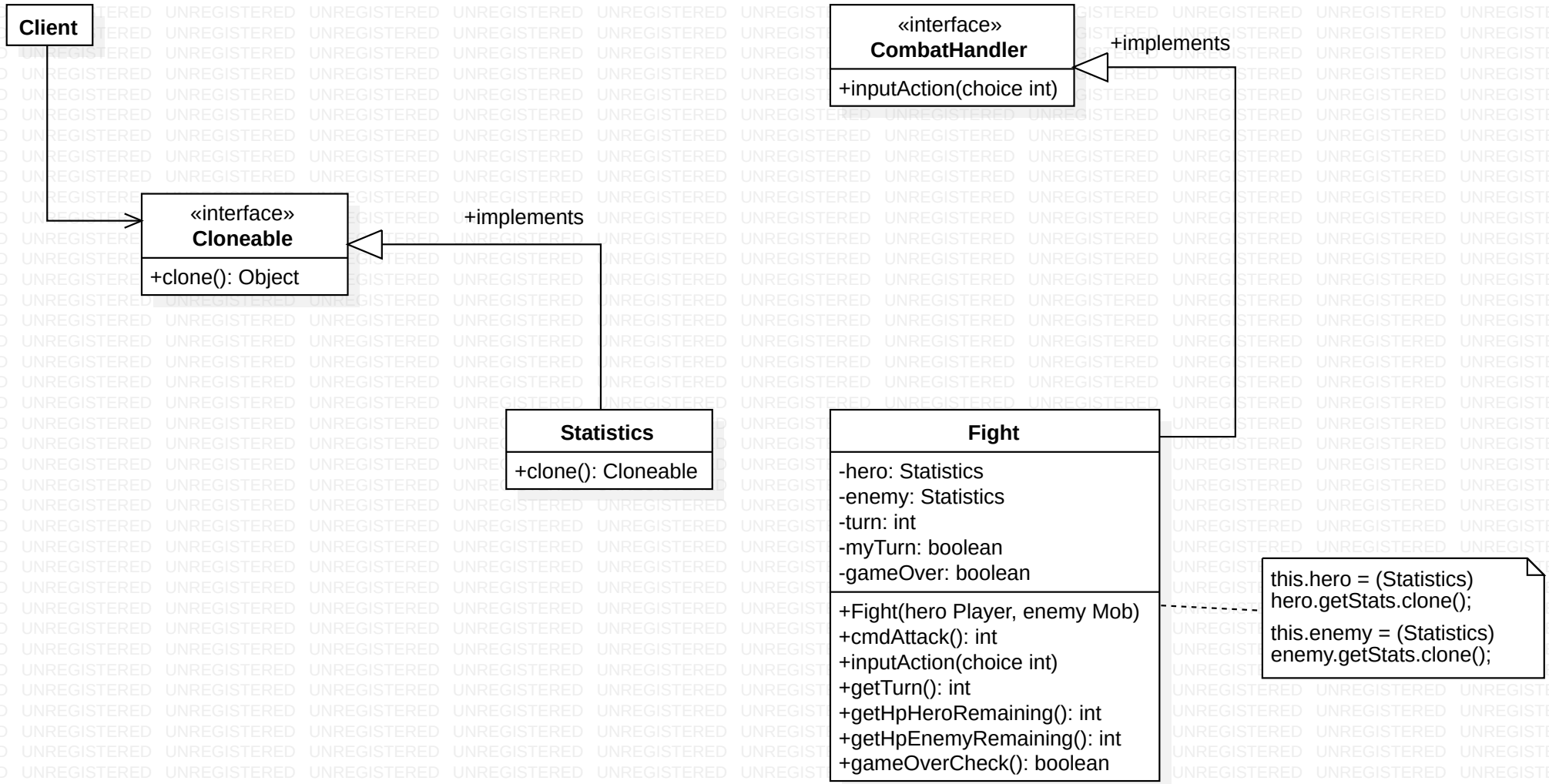
Model::Main


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 = (Statistics) hero.getStats.clone();
this.enemy = (Statistics) enemy.getStats.clone();