Player	Hero	Titan
- damage: int	- name: int	- name: String
- level: int	- damage: int	- damage: int
- gold: int	- level: int	- attackChance: double
- name: String	- health: int	- health: int
- relics: int	-cost: int	- prize: int
- artifacts: ArrayList<Artifact>	-levelUpCost: int	- stage: int
- skills: ArrayList<Skill>		
- heroes: ArrayList<Hero>		
+ isAlive(): boolean	+ getName(): String	+ isAlive(): boolean
+ getName(): String	+ getCost(): int	+ getName(): String
+ attack(Titan): int	+ getLevelUpCost(): int	+ getHealth(): int
+ levelUp(): void	+ attack(Titan): int	+ getPrize(): int
+ addGold(int): void	+ levelUp(): void	+ attack(Player): int
+ addRelics(int): void	+ lowerHealth(int): void	+ lowerHealth(int): void
+ buyArtifact(Artifact): void	+ toString(): String	+ toString(): String
+ buySkill(Skill): void		
+ buyHero(Hero): void		
+ toString(): String		

Brown	AAron	Beach	Holmes	Clyde

11th Floor Pass	Grade Book Changer	Extra Credit	No HW Pass

```
              Skill
-----------------------------------
- name: String
- cooldown: int
- unlockLevel: int
- COST: int
-----------------------------------
+ getName(): String
+ getCost(): int
+ activate(Player): void
+ deactivate(Player): void
+ toString(): String
```

| HeavenlyStrike | ShadowClone | WarCry | BerserkerRage | HandOfMidas | Prestige |

```
              Woo
-----------------------------------
- stage: int
- boo: Player
- foo: Titan
-----------------------------------
+ newGame(): void
+ main(String): void
```