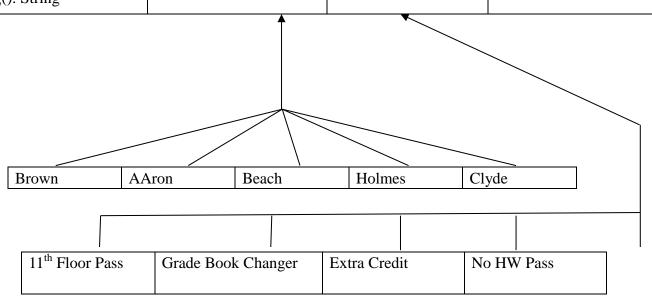
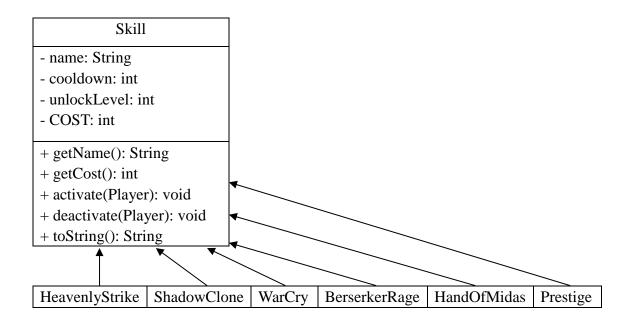
	Artifact	Titan
- name: int	- name: String	- name: String
- damage: int	- level: int	- damage: int
- level: int	- cost: int	- attackChance: double
- health: int	- upgradeCost: int	- health: int
-cost: int		- prize: int
-levelUpCost: int		- stage: int
+ getName(): String	+ getName(): String	+ isAlive(): boolean
+ getCost(): int	+ upgrade(): void	+ getName(): String
+ getLevelUpCost(): int	+ equip(Player): void	+ getHealth(): int
+ attack(Titan): int	+ toString(): String	+ getPrize(): int
+ levelUp(): void		+ attack(Player): int
+ lowerHealth(int): void		+ lowerHealth(int): void
+ toString(): String		+ toString(): String
	- damage: int - level: int - health: int -cost: int -levelUpCost: int  + getName(): String + getCost(): int + getLevelUpCost(): int + attack(Titan): int + levelUp(): void + lowerHealth(int): void	- damage: int - level: int - level: int - health: int - cost: int - upgradeCost: int - upgradeCost: int - levelUpCost: int  + getName(): String + getCost(): int + getLevelUpCost(): int + attack(Titan): int + levelUp(): void + lowerHealth(int): void





## Woo

stage: intboo: Playerfoo: Titan

+ newGame(): void
+ main(String): void