Player	Hero	Articfact	Titan
- damage: int	- name: int	- name: String	- dmg: int
- level: int	- damage: int	- level: int	- attackPeriod: double
- gold: int	- level: int	- COST: int	- health: int
- name: String	- health: int		- name: String
- relics: int	- COST: int		
- artifacts: ArrayList<Artifact>			
- skills: ArrayList<Skill>			
- heroes: ArrayList<Hero>			
+ getName(): String	+ isAlive(): boolean	+ getName(): String	+ isAlive(): boolean
+ attack(Titan): int	+ getName(): String	+ upgrade(): void	+ getName(): String
+ levelUp(): void	+ attack(Titan): int	+ equip(Player): void	+ attack(Hero): int
+ addGold(int): void	+ levelUp(): void	+ toString(): String	+ lowerHealth(int): void
+ addRelics(int): void	+ lowerHealth(int): void		+ toString(): String
+ buyArtifact(Artifact): void	+ toString(): String		
+ buySkill(Skill): void			
+ buyHero(Hero): void			
+ toString(): String			

Spellcaster | Trickster | Marksman | Adventurer

Brown | A-Aron | Holmes | Clara | Adrian | Richard | K | Beach | Clyde | Pikachu | Edmund

Frappucino | KeyTo11Floor | ElevatorPass | GradebookChanger | AbsenceNote | Key2Success

Skill

- name: String
- cooldown: int
- unlockLevel: int
- level: int

+ getName(): String
+ levelUp(): void
+ activate(Player): void
+deactivate(Player): void

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

Woo

- stage: int
- boo: Player
- foo: Titan

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