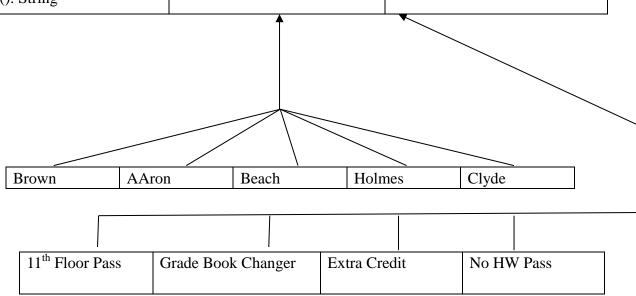
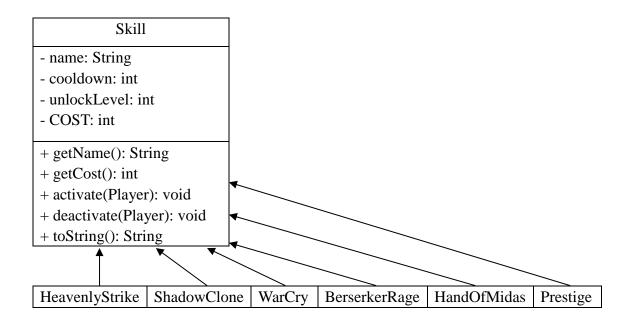
- damage: int - level: int - level: int - damage: int - attackChance: double - health: int - health: int - health: int - prize: int - prize: int - stage: int - stag	Player	Hero	Titan
- gold: int - level: int - attackChance: double - name: String - health: int - health: int - health: int - prize: int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





## Woo

stage: intboo: Playerfoo: Titan

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