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Team Triple L
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APCS1 pd8
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Player	Hero	Item	Titan
- damage: int - health: int - level: int - gold: int - name: String - items: ArrayList<Item>	- damage: int - level: int - name: String	- name: String - level: int	- dmg: int - attackChance: double - health: int - name: String
+ isAlive(): boolean + getName(): String + attack(Titan): int + lowerHealth(int): void + addItem(Item): void + levelUp(): void + addGold(int): void + toString(): String	+ getName(): String + attack(Titan): int + levelUp(): void + toString(): String	+ getName(): String + upgrade(): void + equip(Player): void + toString(): String	+ isAlive(): boolean + getName(): String + attack(Player): int + lowerHealth(int): void + toString(): String

<specificTypesOfHeroes> extends Hero	<specificTypesOfItems> extends Item	<specificTypesOfTitans> extends Titan
- damage: int - level: int - name: String	- name: String - level: int	- dmg: int - attackChance: double - health: int - name: String

+ getName(): String	+ getName(): String	+ isAlive(): boolean
+ attack(Titan): int	+ upgrade(): void	+ getName(): String
+ levelUp(): void	+ equip(Player): void	+ attack(Player): int
+ toString(): String	+ toString(): String	+ lowerHealth(int): void
		+ toString(): String