

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



