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></artifact>			
- skills: ArrayList <skill></skill>			
- heroes: ArrayList <hero></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			
Brown A-Aron Holmes Clara Adrian Richard K Beach Clyde Pikachu Edmund			

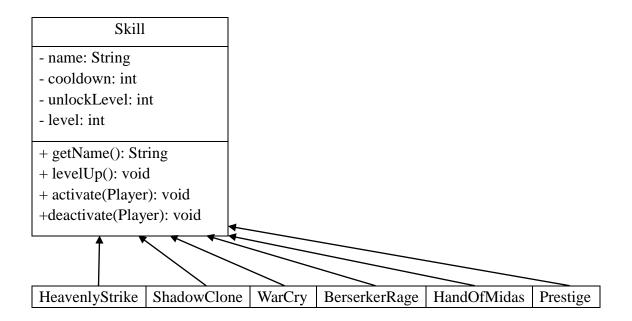
AbsenceNote

Key2Success

GradebookChanger

KeyTo11Floor ElevatorPass

Frappucino



Woo

- stage: int
- boo: Player
- foo: Titan
- + newGame(): void
- + main(String): void