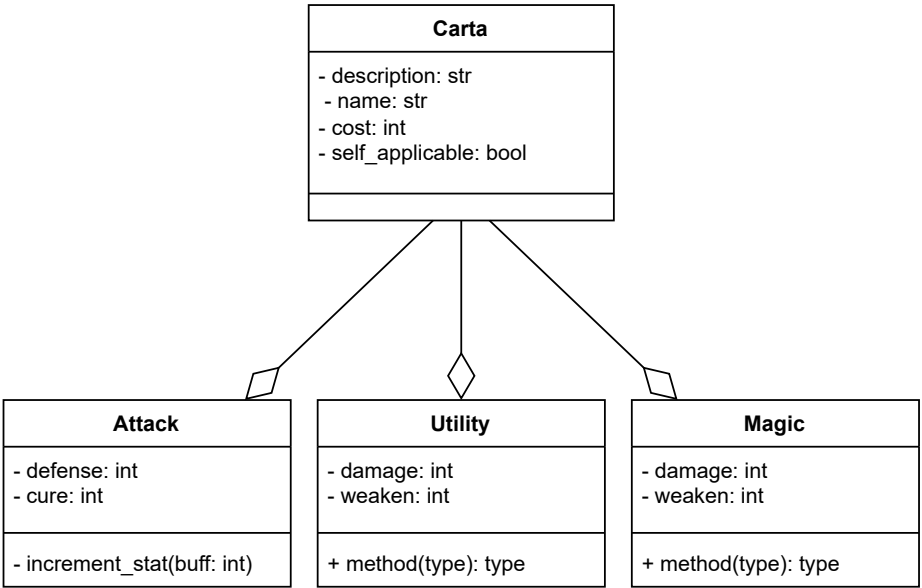


Entidade
- life: int - defense: int - is alive: bool - deck: dict(list) - sprite: image - hand: list - name: str - xp: int - coins: int - actions: int
- on_death() - play_card() - shuffle_and_allocate()

Ulisses
- level: int
- level_up() - play_card() - on_death()

Combat Level
- background: img - waves: list(tuples)
+ method(type): type



Story Level
- background: img - lore: str
+ method(type): type