

\*\*\*\* TIME\_FIGHTER \*\*\*\*

by P4Rt!cL&S

Architecture des classes

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CLASS : Entity

FIELDS

CLASS : AliveEntity

FIELDS

health

maxHealth

defense

mana

maxMana

strength

weapon

effectsList

CLASS : Player

FIELDS

inventory

CLASS : Mob

CLASS : StaticEntity

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CLASS : Effect

FIELDS

CLASS : GoodEffect

FIELDS

CLASS : BadEffect

FIELDS

CLASS :

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CLASS : Item

FIELDS

texture

durability

maxDurability

CLASS : Weapon

FIELDS

attack

CLASS : ManaFree

FIELDS

CLASS : Sword

CLASS : Axe

CLASS : Rapier

CLASS : ManaNeeded

FIELDS

manaCost

CLASS : Wand

CLASS : Armor

FIELDS

defense

CLASS : Head

CLASS : Chest

CLASS : Legs  
CLASS : Foot

CLASS : Armor  
FIELDS  
sqfjb  
sqkfdbh  
sdkslfjdj  
METHODS  
d,sngf  
dsjkhg  
dsjk  
CLASS : Name