UX
UX: an Turn-based combat game, where the user will attempt to defeat an enemy by reducing their HP value to Zero. They can use an attack method to decrease the enemy's HP stat directly, or cast spells that would affect different parts of their character or the enemy.

IllegalGameCharacter()
+IllegalGameCharacter()
+IllegallGameCharacter(String)
+IllegalGameCharacter(Throwable)
+IllegalGameCharacter(String, Throwable)
+IllegalGameCharacter(String, Throwable, boolean

Exception()

<<Interface>>Graphics

Image()

(right class, partially cut off)
-TurnOrder

+SetTurnOrd
+GetTurnOrd
+Image()
+FindPlayer(
+FindBadGuy
+Combat()

IllegalImageData()

+IllegalImageData()

+IllegalImageData(String)

+IllegalImageData(Throwable)

+IllegalImageData(String, Throwable)

+IllegalImageData(String, Throwable, boolean, boolean)

, boolean)

SpellList

-

+decreaseSpeed()
+IncreaseSpeed()
+RestoreHP()
+IncreaseAttack()

Combat

r GameCharacter[]

ler()
ler()

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y()

Game

-GameCharacterList GameCharacter []
-CombatList GameCharacter []
-

View

+DrawScene().

<>GameCharacter

- PlayerClass int

+GetImageData()
+Attack()
+Defend()
+GetHP()
+SetHP()
+ GetSpeed()
+ SetSpeed()
+*CheckDefend()*

Controller

-checkMouseClick

+click()

Player

-int HP
-int Speed
-int AttackStat
-int MP
-boolean isDefending
-boolean isMage
-boolean isUsingMagic
-boolean turnEnd

+GetImageData()
+Magic()
+GetHP()
+SetHP()
+GetMP()
+SetMP()
+ GetSpeed()
+ SetSpeed()
+ChooseClass()

BadGuy

-int HP
-int Speed
-int AttackStat
-int MP
-boolean isDefending
-boolean turnEnd

+GetImageData()
+GetHP()
+SetHP()
+ GetSpeed()
+ SetSpeed()