

Monstre
<ul style="list-style-type: none">- String Nom- Int Vie- Int Attaque- Bool dispo
<ul style="list-style-type: none">- +void afficheMonstre()- +void attaque()- +void degat()- +bool mort()- +void fin Tour

Mage
<ul style="list-style-type: none">- Int vie- String nom- Vecteur terrain
<ul style="list-style-type: none">- +void afficheMage()- +void invoque()- +void attaque()- +void degat()- +void afficheTerrain()