Character

$name

$healthPoints

$class

$strength

---

attack($target, $this->strength)

takeDamage($this->healthPoints, $damage)

deleteIfDie($this->healthPoints)

parent — child

Warrior

__Construct($name,$class)

takeDamage($this->healthPoints, $damage, $this->class)

Archer

__Construct($name,$class)

takeDamage($this->healthPoints, $damage, $this->class)
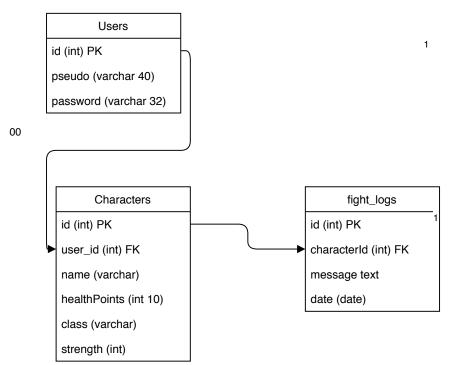
Wizzard

__Construct($name,$class)

takeDamage($this->healthPoints, $damage, $this->class)

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Users

id (int) PK

pseudo (varchar 40)

password (varchar 32)

1

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Characters

id (int) PK

user_id (int) FK

name (varchar)

healthPoints (int 10)

class (varchar)

strength (int)

fight_logs

id (int) PK

characterId (int) FK

message text

date (date)

1