

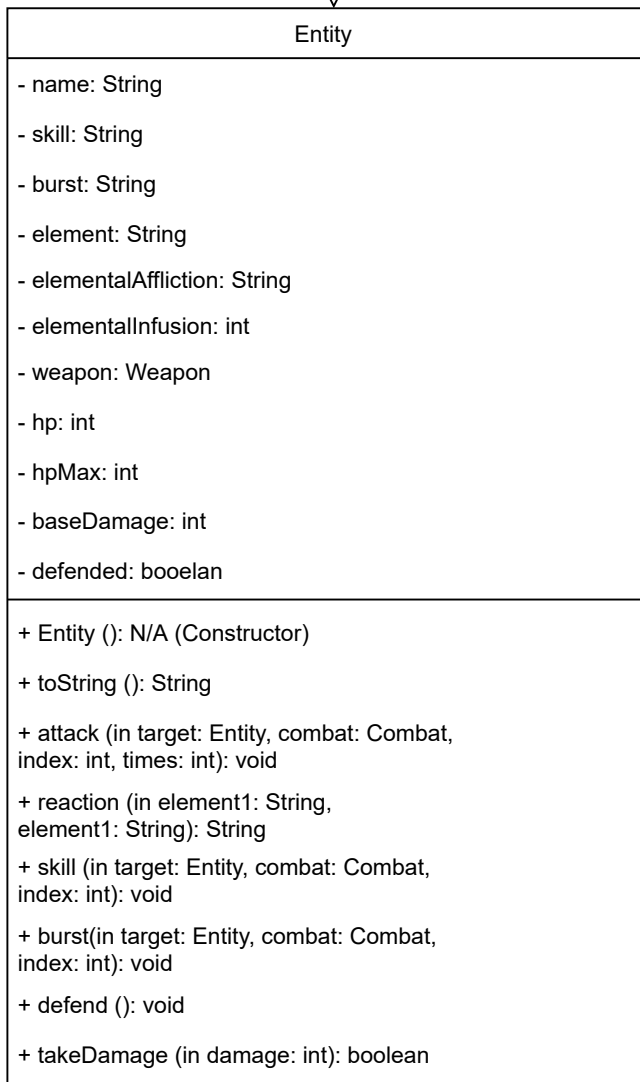
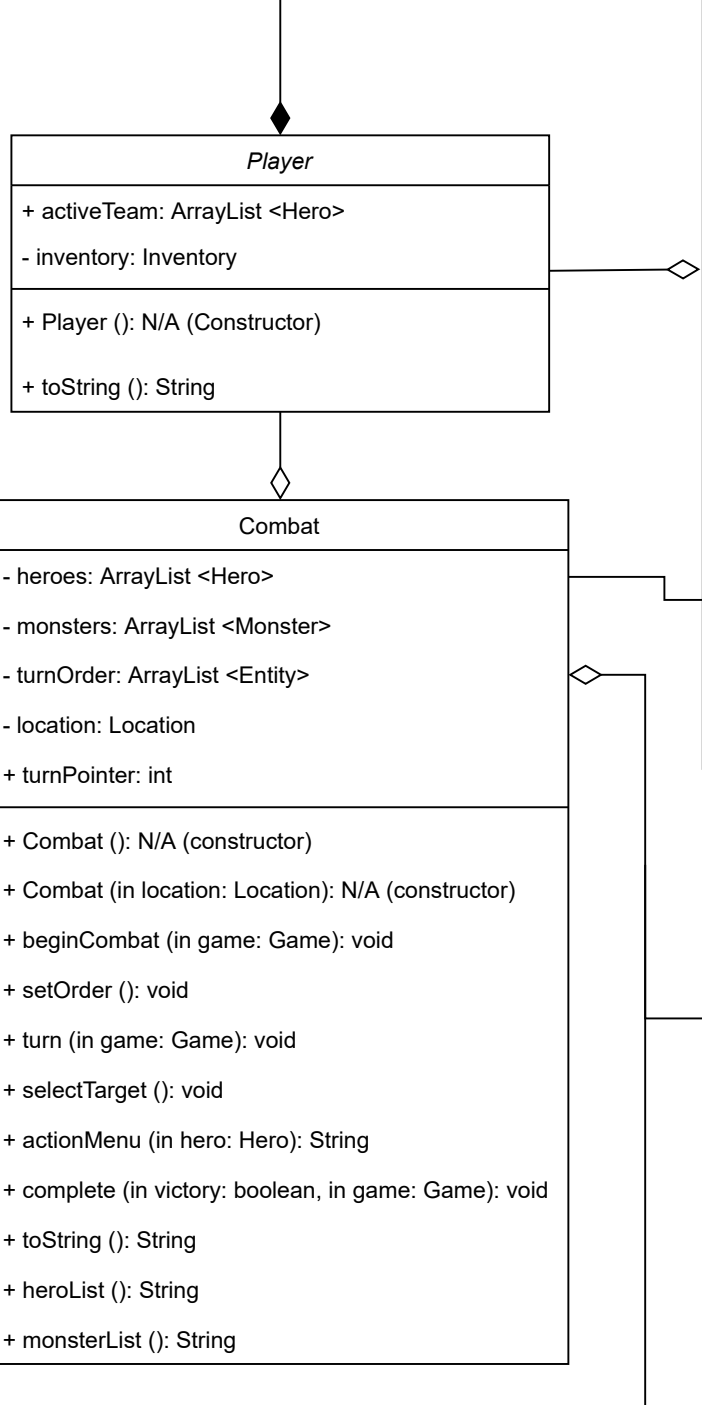
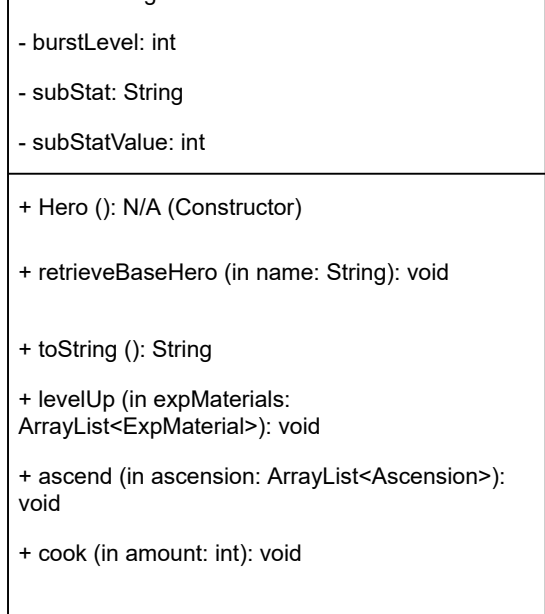
wait
ne: String, void

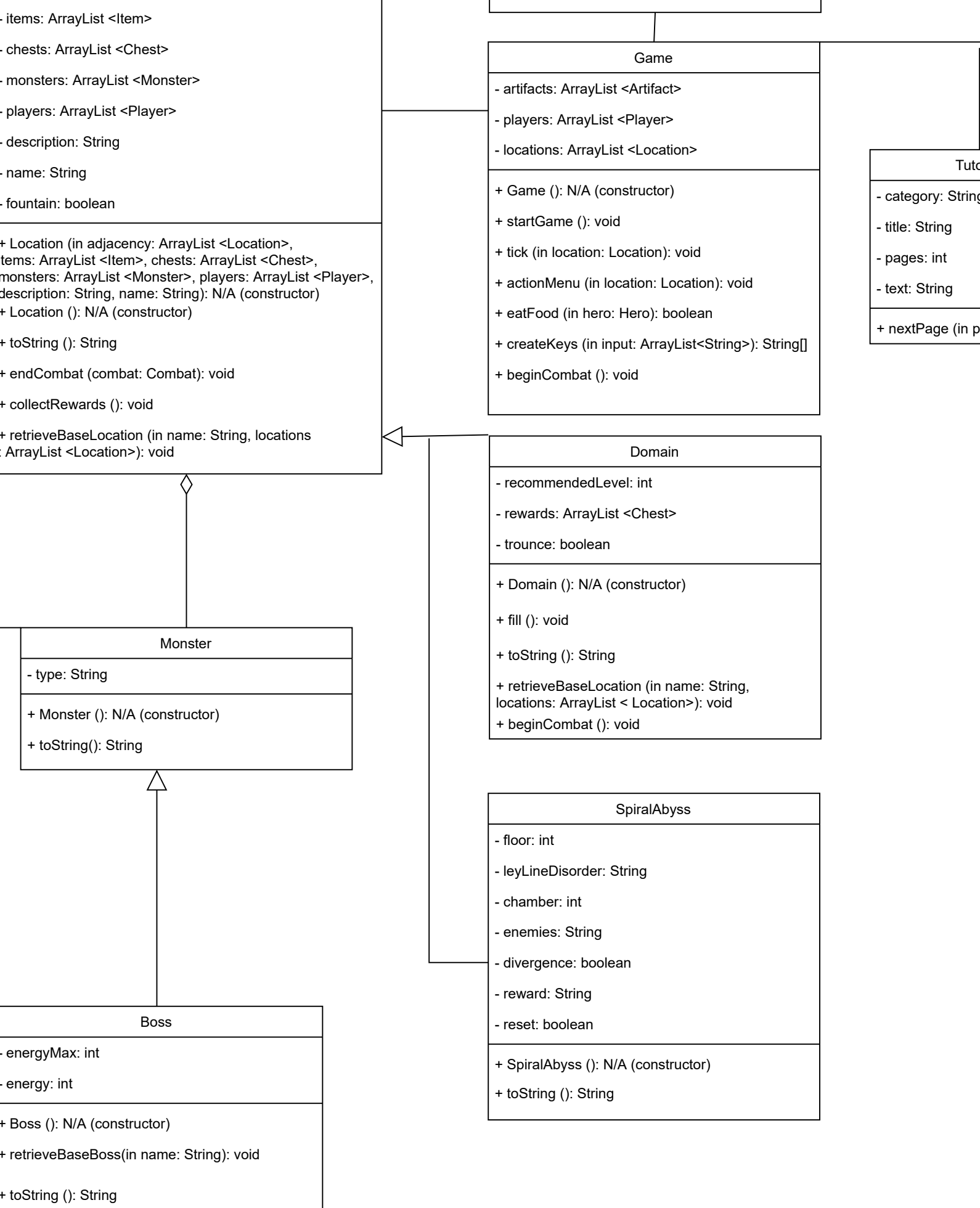
sh
e: String, id

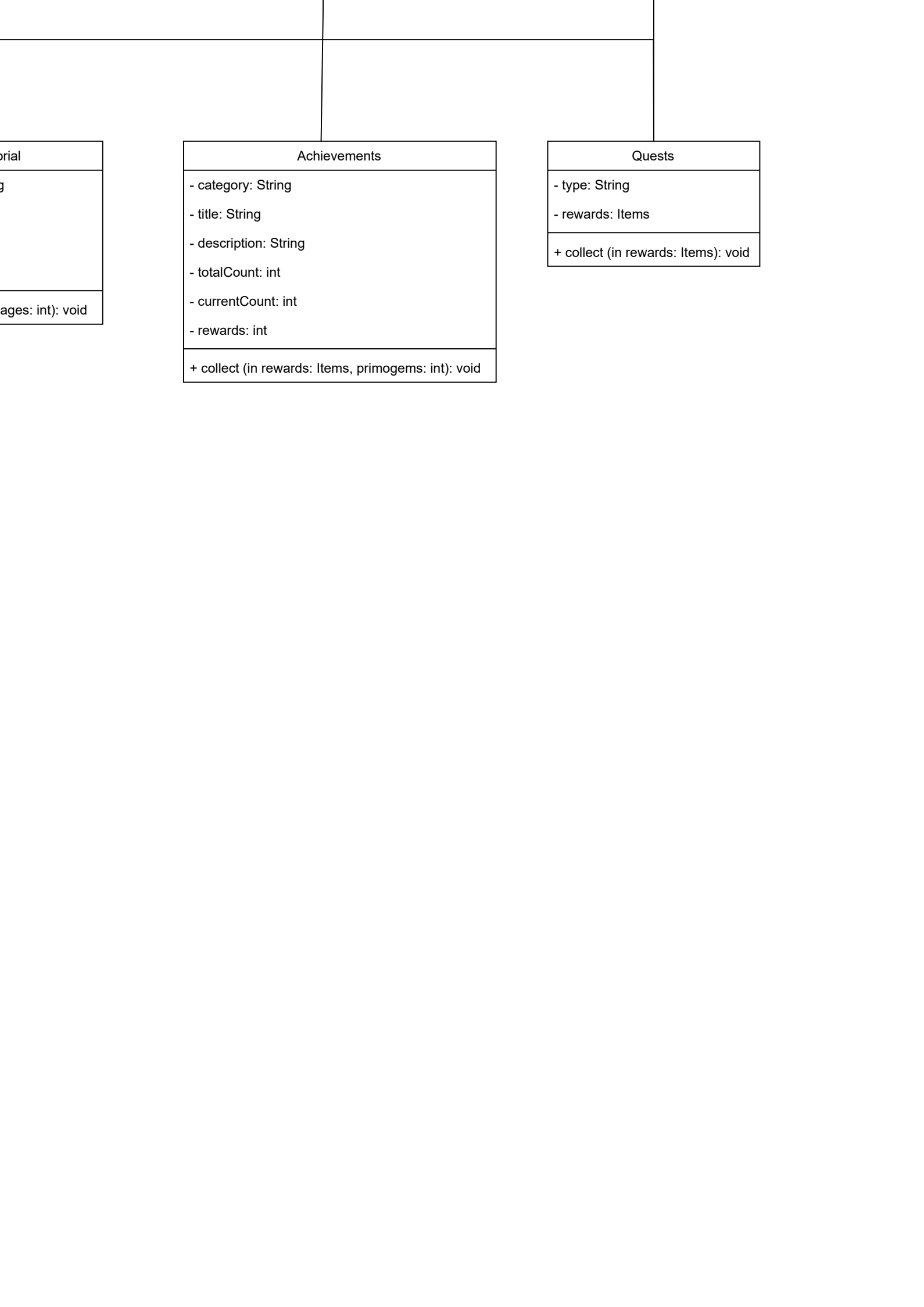
Animal
- species: String - canDie: boolean - name: String
+ move (in xPos: int, yPos: int): void + die (in canDie:boolean): void

Fate
- field: type
+ method (type): type + buy (in primogems: int, numFate: int): void

Wish
- bannerType: String - pastWishes: int
+ roll1 (in numFate: int): void + roll10 (in numFate: int): void + getWeapon (in weapon: Weapon): + getHero (in hero: Hero): void







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ages: int): void

Achievements
- category: String
- title: String
- description: String
- totalCount: int
- currentCount: int
- rewards: int
+ collect (in rewards: Items, primogems: int): void

Quests
- type: String
- rewards: Items
+ collect (in rewards: Items): void