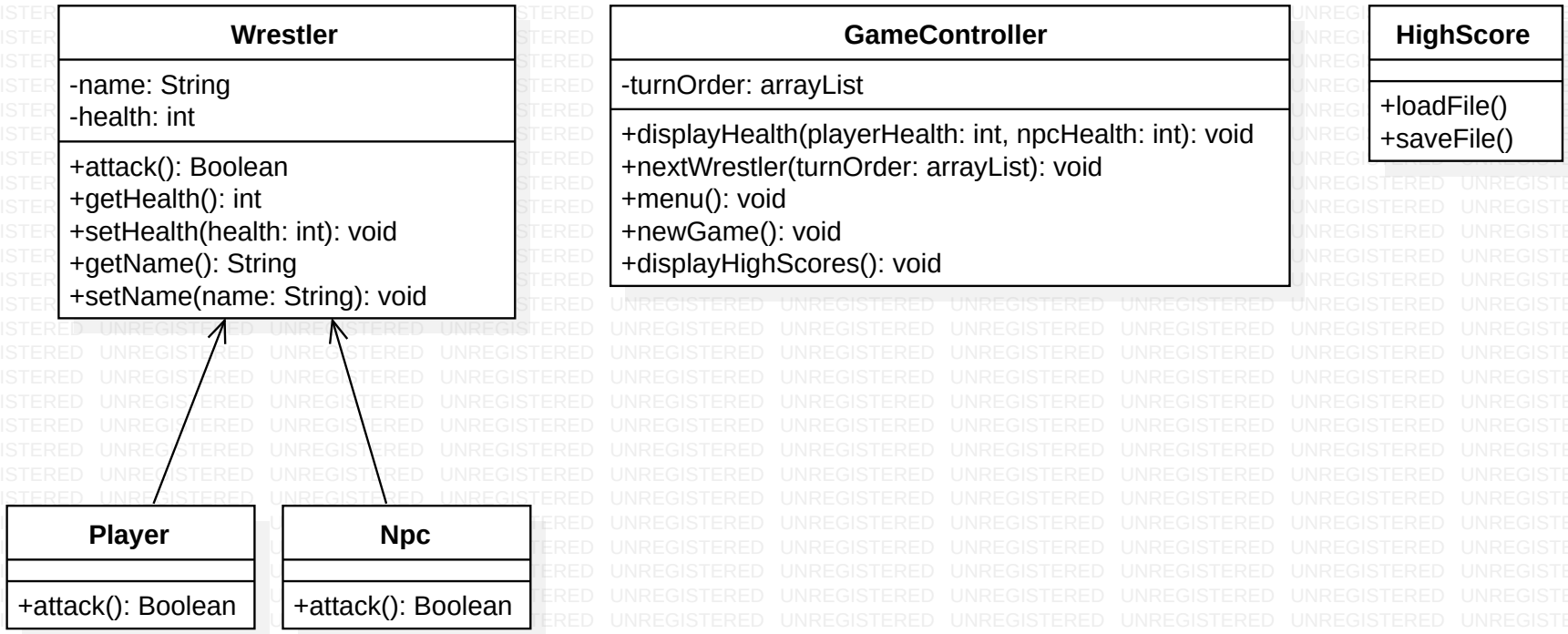
Model.Main


Wrestler
-name: String
-health: int
+attack(): Boolean
+getHealth(): int
+setHealth(health: int): void
+getName(): String
+setName(name: String): void
GameController
-turnOrder: arrayList
+displayHealth(playerHealth: int, npcHealth: int): void
+nextWrestler(turnOrder: arrayList): void
+menu(): void
+newGame(): void
+displayHighScores(): void
HighScore
+loadFile()
+saveFile()
Player
+attack(): Boolean
Npc
+attack(): Boolean