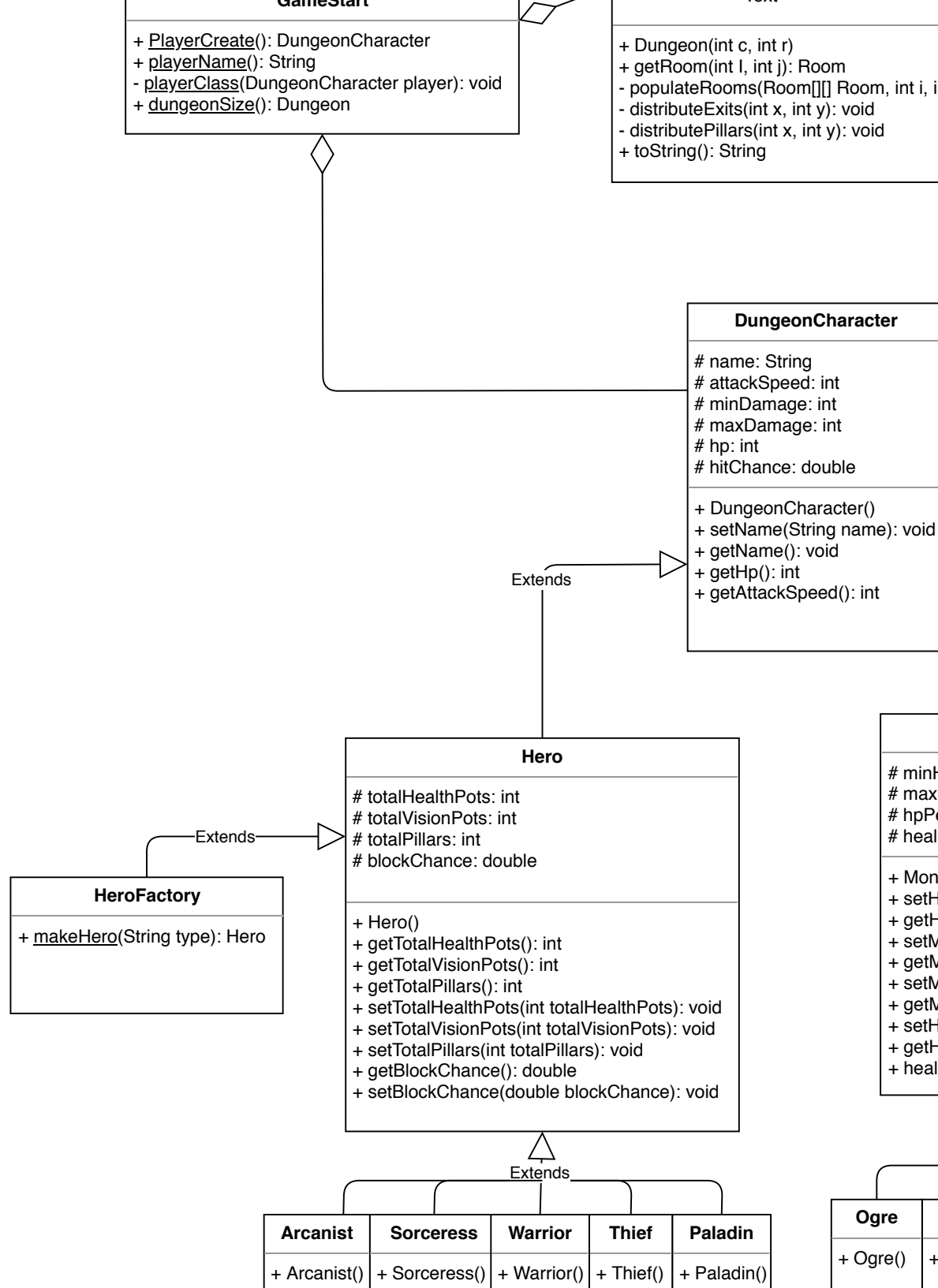
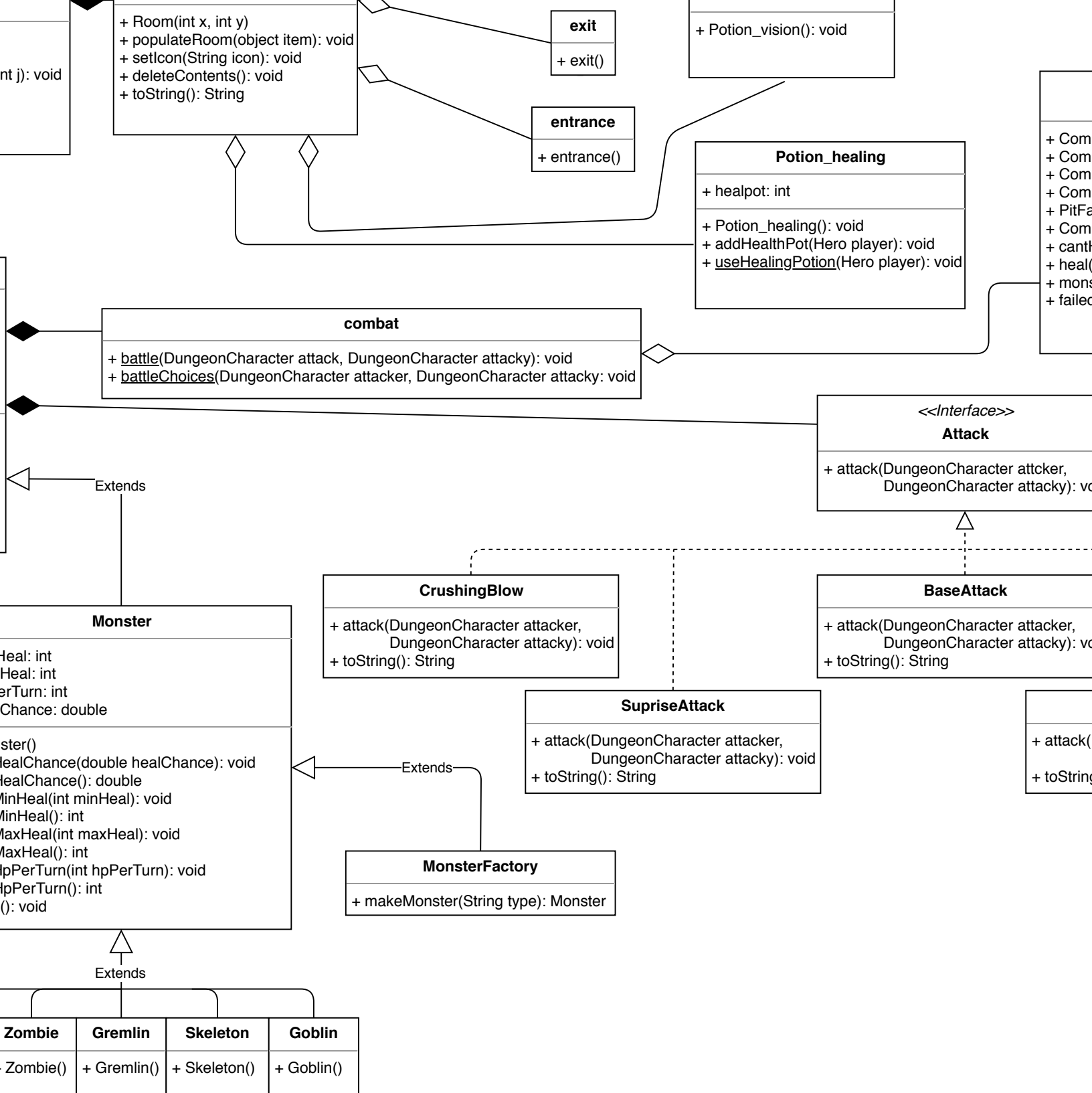


CareTaker
+ mementos<dungeonMementos>: ArrayList
+ getMemento():dungeonMemento +addMemento(dungeonMemento):Void

DungeonSerialization
+ filename : String
+ Serialization():dungeonMemento +Deserialization():dungeonMemento





CombatView

```
batStart(DungeonCharacter attacker, DungeonCharacter attacky)
batMenu(DungeonCharacter player):void
batSuccess(DungeonCharacter attacker, DungeonCharacter attacky): void
batFail(DungeonCharacter attacker, DungeonCharacter attacky): void
kill(Hero player): void
batAttack(DungeonCharacter attack, DungeonCharacter attacked, int hp): void
heal():void
heal(DungeonCharacter toHeal): void
monsterHeal(Monster m, int healpoints): void
batAttack(DungeonCharacter attacker, DungeonCharacter attacky): void
```

oid

bid

FireBomb
DungeonCharacter attacker,
DungeonCharacter attacky): void
g(): String

HolyBash
+ attack(DungeonCharacter attacker, DungeonCharacter attacky): void
+ toString(): String

SpecialHeal
+ attack(DungeonCharacter attacker, DungeonCharacter attacky): void + toString(): String