Class	Class Save	<b>Class</b> AttributeItem
Attributes	Attributes - File: .csv file	Attributes - targetAttribute: String - itemStrength: int
Methods	Methods + Save(game: GameEnviroment)) + getFile()	Methods + increaseAttribute(target: Monster): boolean
		Class StatusItem  Attributes targetStatus: int
	Interface Item  Methods  use(target: Monster): setName(name: String)	Methods + removeStatus(target: Monster): boolean
	getName(): String	AbstractClass Move
		Attributes - type: int - baseAccuracy: double - priority: int  Methods
	Class Shop Attributes	+ getElementAdv(defendingType: int): int + useAttack(target: monster): Boolean + setType(value: int) + gerType(): int + setbaseAccuracy(value: double) + getbaseAccuracy(): int + setPrioriry(value: int) + getPriority(): int
	- allMonsters: ArrayList <monster> - availableMonsters: ArrayList<monster> - allItems: ArrayList<item> -availableItems: ArrayList<item></item></item></monster></monster>	Class Common  Attributes - StatusType: int -statusSeverety: int
	Methods + setAvailableMonsters(id: int) + buyMonser(id: int): Monster + setAvailableItems(id: int) + buyItem(id: int): Item	Methods + getElementAdv(defendingType: int) int + useNormalAttack(target: Monster): int +useNormalStatus(target: Monster): int  Class Volcano
	Class Monster	Attributes - StatusType: int -statusSeverety: int  Methods + getElementAdv(defendingType: int): int + getElementRarity(terrain: int): double
	Attributes  - name: String - species: String - health: int - level: int - damage: int - accuracy: double - Speed: int - type: int	+ useFireAttack(target: Monster): int +useFireStatus(target: Monster): int  Class Beach  Attributes
Attributes - Random Seed: Int - Difficulty: Int - Money: Int - save: Save - shop: Shop - player: Player - battles: ArrayList <battle> - day: Days</battle>	- moves: ArrayList <move>  Methods  + setName(name: String)</move>	- StatusType: int -statusSeverety: int  Methods + getElementAdv(defendingType: int): int + getElementRarity(terrain: int): double + useWaterAttack(target: Monster): int + useWaterStatus(target: Monster): int  Class Woods  Attributes - StatusType: int -statusSeverety: int
<pre>Methods     + startGame() + startGame (saveFile: .csv File)     + saveGame(): Boolean     + getRandomSeed(): Int     + setDifficulty (value: Int)</pre>	Class Battle	<pre>Methods + getElementAdv(defendingType: int): int + getElementRarity(terrain: int): double + usePoisonAttack(target: Monster): int +usePoisonStatus(target: Monster): int</pre>
	Attributes - player: Player - playerMonster: Monster - enemyMonsters: ArrayList <monster> - enemyMonster: Monster - playerTurn: Boolean</monster>	Class Hills  Attributes - StatusType: int -statusSeverety: int  Methods + getElementAdv(defendingType: int): int
	Methods + setEnemyMonsters + getEnemyMonster(index: int): Boolean + getEnemyMove(): boolean + getTypeAdv(move: Move, Defender: Monster): int + runaway(): boolean	+ getElementRarity(terrain: int): double + useEarthAttack(target: Monster): int +useEarthStatus(target: Monster): int
	<b>Class</b> Player	
	Attributes - name: String - monsters: ArrayList <monster> - items: ArrayList<item> - experience: int</item></monster>	
	<pre>Methods + addMonster(monster: Monster) + removeMonster(monster: Monster) + getMonster(index: int): Boolean</pre>	

Class Attack

Attributes
- baseDamage: int

**Methods**+ getDamage(attacker: Monster): int

Class StatusEffect

**Attributes** 

Methods

+ getElementAdv(defendingType: int): int + getRandomSevereity(): int +inflictStatusEffect(target: monster): boolean

## Class Day

## Attributes

probLevelUp: doubleprobNewMonster: doubleprobLoseMonster: double

- day: int - difficulty: int

## Methods

+ getProbLevelUp(): double
+ setProbLevelUp(value: double)
+ getProbNewMonster(): double
+ setProbNewMonster(value: double)
+ getProbLoseMonster(): double
+ setProbLoseMonster(value: double)
+ getDay(): int
+ setDay(value: int)
+ sleep(): Boolean
+ levelUp(target: Monster): Boolean
+ setUpShop(): Boolean
+ setUpBattles():