

Enemy

```
classDiagram
    class Enemy
    class Enemy_01 {
        +enemyName = "Finn"
        +healthValue = 350
        +attackValue = 150
    }
    class Enemy_02 {
        +enemyName = "Rey"
        +healthValue = 500
        +attackValue = 200
    }
    class Enemy_03 {
        +enemyName = "Yoda"
        +healthValue = 450
        +attackValue = 280
    }
    class Enemy_04 {
        +enemyName = "Mace Windu"
        +healthValue = 550
        +attackValue = 300
    }
    Enemy --> Enemy_01
    Enemy --> Enemy_02
    Enemy --> Enemy_03
    Enemy --> Enemy_04
```

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