## **ICombat** + Hp + Sp + Atk + Def + MaxHp + MaxSp + CombatState + Damaged()

## CombatAddedDeco

- + Atk
- + Def + Hp
- + Sp
- + MaxHp
- + MaxSp
- + CombatState - addedAtk
- addedDef
- addedHp - addedSp
- + CombatAddedDeco()
- + Damaged()

## CombatInstance

- + CombatState
- + Hp
- + Sp
- + Atk + Def
- + MaxHp
- + MaxSp
- hp
- \_sp - maxHp
- maxSp
- \_atk
- def
- combatState
- + CombatInstance()
- + CombatInstance()
- + Damaged()
- Initialize()

## UnitObject

- + Team
- + No + UnitName
- qH +
- + Sp
- + Atk + Def
- + MaxHp
- + MaxSp
- + CombatState
- impl
- + Initialize()
- + Damaged()
- + AddStatus()
- + Create()
- AddActor()
- DisplayDebugStatus()