```
                    ┌─────────────────────────┐
                    │  GameCharacter          )
                    └─────────────────────────┘
                    ▲                        ▲
          ┌─────────┘                        └─────────┐
   ┌──────────────┐                           ┌──────────────┐
   │  Player      │                           │  Monster     │
   └──────────────┘                           └──────────────┘
```

GameCharacter

name : String
health : int
attackPower : int
magicPower : int

<<Constructer>> GameCharacter (
       name: String, health: int,
       attack Power: int, magicPower: int)
+ takeDamage (damage: int)
+ getName(): String
+ getAttackPower(): int
+ getHealth (): int
+ toString(): String

Player

- mana : int

<<Constructer>> Player (name: String, health: int,
       attackPower: int, mana: int, magicPower: int)
+ attack (theMonster: Monster)
+ cast Spell (theMonster: Monster)
+ charge Mana()
+ takeTurn (themonster: Monster)
+ getMana(): int
+ toString: String

Monster

- xP: int

<<Constructer>> Monster (name: String, health: int,
       attackPower: int, magicPower: int, xP: int)
+ attack (thePlayer: player)
+ takeTurn(thePlayer: player)
+ getXP(): int
+ toString(): String