Sprint 1

Allies

+ allyId: Int

+ allyName: String

+ allyHp: Int

+ allyMana: Int

+ allyDefense: Int

+ allyLevel: Int

+ allySpeed: Int

+ switchAllies(allyId : int) : int

+ attack(enemyHp : Int) : Int

+ damageTaken(allyHp: int) : int

+ testSwitch()

+ testAttack()

+ testDamage()

Player

+ playerId: Int

+ Name: String

+ playerHp: Int

+ playerMana: Int

+ playerLevel: Int

+ weaponEquiped: String

+ playerSpeed: Int

+ Player() : this.player

+ movePlayer() : this.player

+ attack(enemyHp: Int) : Int

+ damageTaken(playerHp: int) : in

+ testMove()

+ testAttack()

+ testDamage()