



COMBAT	
<ul style="list-style-type: none"> • Manage combat type • Handle player fleeing • Track combat status • Continue fighting 	<ul style="list-style-type: none"> • PLAYER • CLASSICFIGHT • MAGICFIGHT

RNG	
<ul style="list-style-type: none"> • Generate random numbers • Roll dice with sides • Provide randomness for combat 	<ul style="list-style-type: none"> • CLASSICFIGHT • MAGICFIGHT

ARMOR	
<ul style="list-style-type: none"> • Track armor defense points • Manage armor durability • Decrease durability 	<ul style="list-style-type: none"> • PLAYER • DEFENSIVEITEM

WEAPON	
<ul style="list-style-type: none"> • Store weapon details • Track weapon durability • Manage weapon attributes • Decrease durability 	<ul style="list-style-type: none"> • PLAYER • INVENTORYITEM

FIGHTTYPE	
<ul style="list-style-type: none"> • Define turn number • Track which player's turn • Handle turn logic • Manage turn-based combat mechanics 	<ul style="list-style-type: none"> • CLASSICFIGHT • MAGICFIGHT • PLAYER

SPELL	
<ul style="list-style-type: none"> • Store spell details • Manage spell damage • Track spell requirements • Manage available special effects 	<ul style="list-style-type: none"> • PLAYER

PLAYER	
<ul style="list-style-type: none"> • Manage player health • Track player stats • Manage inventory • Handle equipment • Track experience 	<ul style="list-style-type: none"> • COMBAT • SPELL • WEAPON • ARMOR • SHIELD

MEELEWEAPON	
<ul style="list-style-type: none"> • Manage melee weapon specifics • Track attack speed 	<ul style="list-style-type: none"> • WEAPON

CLASSICFIGHT	
<ul style="list-style-type: none"> • Manage turn order • Calculate damage • Apply special effects • Handle turn-based combat 	<ul style="list-style-type: none"> • COMBAT • PLAYER • RNG

MAGICFIGHT	
<ul style="list-style-type: none"> • Manage magical turn order • Get available spells • Calculate magical damage • Apply spell effects 	<ul style="list-style-type: none"> • COMBAT • PLAYER • RNG • SPELL

INVENTORYITEM	
<ul style="list-style-type: none"> • Manage item ID • Store item weight • Track item icon • Determine item equipability 	<ul style="list-style-type: none"> • PLAYER • WEAPON • SHIELD • ARMOR

SHIELD	
<ul style="list-style-type: none"> • Track shield defense points • Manage shield durability • Decrease durability 	<ul style="list-style-type: none"> • PLAYER • DEFENSIVEITEM

RANGWEAPON	
<ul style="list-style-type: none"> • Manage range weapon specifics • Track ammunition type 	<ul style="list-style-type: none"> • WEAPON

DEFENSIVEITEM	
<ul style="list-style-type: none"> • Manage defensive item ID • Store item weight • Track item icon • Determine item equipability • Provide method type for defensive items 	<ul style="list-style-type: none"> • SHIELD • ARMOR • PLAYER