



Player

+Player()

+Player(healthPoint:int,meleeAttack:int,shootingAttack:int,defensePoint:int)

+getPhase():bool

-isAttackPhase:bool

+setPhase(newPhase:bool):void

Enemy

+Enemy()

+Enemy(name:AnsiString,healthPoint:int,meleeAttack:int,shootingAttack:int,defensePoint:int)