Robot

name: AnsiString
healthPoint: int
maxHealthPoint:int
meleeAttack:int
shootingAttack:int
defensePoint:int
mode:AnsiString

+Robot()
+Robot(name:AnsiString,healthPoint:int,meleeAttack:int,shootingAttack:int,defensePoint:int)
+getName():AnsiString
+setName(name:AnsiString):void
+getHealth():int
+setHealth(health:int):void
+getMaxHealth():int
+setMaxHealth(maxHealth:int):void
+subtractHealth(damage:int):void
+getMAtk():int
+setMAtk(newMAtk:int):void
+getSAtk():int
+setSAtk(newSAtk:int):void
+getDefense():int
+setDefense(newDefense:int):void
+getMode():AnsiString
+setMode(newMode:AnsiString):void

Player

-isAttackPhase:bool

+Player()
+Player(healthPoint:int,meleeAttack:int,shootingAttack:int,defensePoint:int)
+getPhase():bool
+setPhase(newPhase:bool):void

Enemy

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