





«interface» **IActions**

- + attack(target: String, allEnemies: ArrayList<Enemy>,protagonist: Character, droppedItems: ArrayList<Item>): boolean + calculateDamage(): double
- + pick(droppedItems: ArrayList<Item>, pickedItem: String): void
- + wield(wieldedWeapon: String): void
- + wear(wornClothing: String): void
- + examine(allItems: ArrayList<Item>, examinedItem: String): void
- + listInventory(): void
- + heal(allCharacters: ArrayList<Character>, healedProtagonist: String): boolean
- + drop(droppedItems: ArrayList<Item>, droppedItem: String): void

Healer

- + Healer (name: String, strength: int, vitality: int, intelligence: int, inventory: ArrayList<Item>)
- + Healer ()
- + examine(allItems: ArrayList<Item>, examinedItem: String): void
- + heal(allCharacters: ArrayList<Character>, healedProtagonist: String): boolean
- + listInventory(): void
- + displayCharacterInfo(): void
- + drop(droppedItems: ArrayList<Item>, droppedItem: String): void
- + calculateDamage(): double
- + attack(target: String, allEnemies: ArrayList<Enemy>, protagonist: Character, droppedItems: ArrayList<Item>): boolean

Fighter

- + Fighter(name: String, strength: int, vitality: int, intelligence: int, inventory: ArrayList<Item>)
- + Fighter()
- + examine(allItems: ArrayList<Item>, examinedItem: String): void
- + heal(allCharacters: ArrayList<Character>, healedProtagonist: String): boolean
- + listInventory(): void
- + displayCharacterInfo(): void
- + drop(droppedItems: ArrayList<Item>, droppedItem: String): void
- + calculateDamage(): double
- + attack(target: String, allEnemies: ArrayList<Enemy>, protagonist: Character, droppedItems: ArrayList<Item>): boolean

Game

- + main(String[] args): void
- + displayMenu(): void + displayDetails(): void
- + help(): void
- + checkCharacters(ArrayList<Character>, String): void
- + checkCommands(String[], String): void
- + checkItems(ArrayList<Item>, String): boolean
- + randomTargetGenerator(ArrayList<Character>): Character
- + randomItemGenerator(ArrayList<Item>, String): Item
- + displayDroppedItems(ArrayList<Item>): void
- + IsAllEnemyDead(ArrayList<Enemy>): boolean