```
Entity
 + Entity()
 + Entity()
 + ~Entity()
 + getName()
 + getBaseDMG()
 + getBaseDEF()
 + getHP()
 + getMaxHP()
 + setHP()
 + getInfoEntity()
      Player
+ Player()
+ Player()
+ ~Player()
+ getInfoEntity()
+ getGold()
+ getStorageType()
+ attackEnemy()
+ attackEnemy()
+ Heal()
```