

playerAttack

- Damage:int
- AttackSpeed:int

+ getSize():int
+ setSize():void
+ getDamage():int
+ setDamage():void
+ getAttackSpeed():int
+ setAttackSpeed():void

enemy

- hurt:int
- enemyHP:int

+ getSize():int
+ setSize():void
+ getHurt():int
+ setHurt():void
+ getEnemyHP():int
+ setEnemyHP():void