









Thief

static-name:String static-chanceToHit:double static-hitPoints:int static-attackSpeed:int

static-attackBehavior:AttackBehavior static-chanceToBlock:double

Thief()

-SurpriseAttack(opponent:DungeonCharacter):void -attack(opponent DungeonCharacter):void #battleChoices(opponent:DungeonCharacter):void

Warrior

-specialAttack:AttackBehavior static-name:String static-chanceToHit:double static-hitPoints:int static-attackSpeed:int static-attackBehavior:AttackBehavior static-chanceToBlock:double

Warrior()

-CrushingBlow(opponent:DungeonCharacter):void -attack(opponent DungeonCharacter):void #battleChoices(opponent:DungeonCharacter):void

Sorceress

- -minHeal:int
- -maxHeal:int
- -healBehavior:HealBehavior

static-name:String

static-chanceToHit:double

static-hitPoints:int

static-attackSpeed:int

static-attack Behavior. Attack Behavior

static-chanceToBlock:double

Sorceress()

- -increaseHitPoints():void
- -attack(opponent DungeonCharacter):void

 ${\it \#battle Choices} (opponent: Dunge on Character): void$

abstract Hero

static#playerInput:Scanner #chanceToBlock:double -numTurns:int

Hero(name:String, hitPoints:int, attackSpeed:int, attackBehavior:AttackBehavior, chanceToBlock:double)
-readName():void
-defend():boolean
#gotHit():void
#battleChoices():void
#killTurn():void

Paladin

-specialAttack:AttackBehavior static-name:String static-chanceToHit:double static-hitPoints:int static-attackSpeed:int static-attackBehavior:AttackBehavior static-chanceToBlock:double

Paladin()

#addTurn():void #getTurns():int

> -DivineSmite(opponent:DungeonCharacter):void -attack(opponent DungeonCharacter):void #battleChoices(opponent:DungeonCharacter):void

FrostMage

- -minHeal:int
- -maxHeal:int
- -healBehavior:HealBehavior

static-name:String

static-chanceToHit:double

static-hitPoints:int

static-attackSpeed:int

static-attackBehavior:AttackBehavior

static-chanceToBlock:double

-freezeCount:int

FrostMage()

- -shatter(opponent:DungeonCharacter):void
- -attack(opponent DungeonCharacter):void
- #battleChoices(opponent:DungeonCharacter):void

<<interface>>
 HealBehavior

+heal(character DungeonCharacter,
minHeal:int, maxHeal:int):void

Heal

+heal(character DungeonCharacter, minHeal:int, maxHeal:int):void -addHitPoints(character DungeonCharacter pointsHealed:int):void

EvilTexasGoblin

static-minHeal:int static-maxHeal:int static-chanceToHeal:double static-name:String static-chanceToHit:double static-hitPoints:int static-attackSpeed:int

static-attackBehavior:AttackBehavior

Ogre()

#attack(opponent DungeonCharacter):void printFace():void

BlueBerryDragon

static-minHeal:int static-maxHeal:int static-chanceToHeal:double static-name:String static-chanceToHit:double static-hitPoints:int static-attackSpeed:int static-attackBehavior:AttackBehavior

Skeleton()

#attack(opponent DungeonCharacter):void
-printFace():void

abstract Monster

#chanceToHeal:double #minHeal:int #maxHeal:int #healBehavior:HealBehavior

Monster(name:String, hitPoints:int, attackSpeed:int, chanceToHeal:double, attackBehavior:AttackBehavior, minHeal:int, maxHeal:int)

#heal():void

#subtractHitPoints(opponent:DungeonCharacter):void

Gremlin

static-minHeal:int static-maxHeal:int static-chanceToHeal:double static-name:String static-chanceToHit:double static-hitPoints:int static-attackSpeed:int static-attackBehavior:AttackBehavior

Gremlin()

#attack(opponent DungeonCharacter):void
-printFace():void

Ogre

static-minHeal:int static-maxHeal:int static-chanceToHeal:double static-name:String static-chanceToHit:double static-hitPoints:int static-attackSpeed:int static-attackBehavior:AttackBehavior

Ogre()

#attack(opponent DungeonCharacter):void
-printFace():void

Skeleton

static-minHeal:int static-maxHeal:int static-chanceToHeal:double static-name:String static-chanceToHit:double static-hitPoints:int static-attackSpeed:int static-attackBehavior:AttackBehavior

Skeleton()

#attack(opponent DungeonCharacter):void printFace():void