

Player

- + name: String
- + team: [Character]

init()

createTeam

selectCharacter

Tools

Game

+ player: [Player]

initializeGame()

deathCharacter()

mysteryBox()

fightClassCharacter()

indexOpponentCharacter()

intro()

fight()

+ names: [String]

nameCharacter()

checkUniqueName()

answerInt()

Main

+ newGame = Game()

newGame.intro()

newGame.initializeGame()

newGame.fight