

cStickmanArena
+iSizeArenaWidth: private +iSizeArenaHeight: private +aoStickmen +iMinStickman: private +iMaxStickman: private
+SpawnStickmen() +SpawnItems() +getMaxWeaponStrength() +isFull()

cCell
+iPosX +iPosY +aovItems +aoStickmen

cStickman
+aovItems: Array of virtual items +aovAttributes: Array of virtual attributes +iActionPoint +iMovePoint +Points +sName +iVictories +iDefeats
+move(int x; int y) +look() +protect() +attack(int idStickman) +grab(int idItem) +use(int idItem) +leave() +imDying(): PRIVATE +getPos()

<div><div></div><div>vAttributes</div></div>
+iCurrent +iInit +iMax +iMin +eType: enum{strength; life}

<div><div></div><div>vItems</div></div>
+sName +iPrice +eType: enum{weapon; potion}

cLife
+getStone() +getBored()

cStrenght
+proteinShot() +anemia()

cWeapon
+idWeapon +iDamage
+shot(idStickman)

cWeed
+idPotion +iHeal
+bong()

cShop
+aovItems Weapons +aovItems Weed +aovAttributes Attributes
+Buy()