## DIAGRAMME DE CLASSES :

Player  
Field

* Mainfield
* Battlefield

Element

* Technic
* Decoration
* Item
* Amelioration
* Character
  + Building
  + Unit
    - Destructeur
      * Inquisitor
      * Sorceror
      * Gunner
    - Craftman
      * Priest
      * Summoner
      * Builder
    - Healer
      * Curator
      * Shaman
      * Repairer
    - Specialist
      * Monk
      * Druid
      * Biochemist
    - Tank
      * Knight
      * Elementary
      * Machinist
    - Ultimate
      * Angel
      * Titan
      * Jagger

## UX-UI DESIGN :

MainWindow

* Player Selection (Icon, Name, PV, gold, <, >)
* CharacterSelection (Icon, Name, PV, DMG, Range, …)
* MainBar (PV, Gold, Timer, menu)
* Field