## Fighter

- hp : int
- maxHp : int
- name : String
- randomMove : int
- moveList : ArrayList<Move>
- currentDefence : int

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+ Fighter(n: String, smallMin: int, largeMin: int, smallMax: int, largeMax: int)
+ Fighter(n: String, smallMin: int, largeMin: int, smallMax: int, largeMax: int, health: int)
~ getHp() : int
~ getMaxHp() : int
~ setHp(h: int) : void
~ setMaxHp(h: int) : void
- takeDamage(damage: int) : void
~ useMoveRandom(opponent: Fighter) : void
~ getRandomChoice() : int
~ getEffectString(move: int) : String
~ useMoveSelection(opponent: Fighter, move: int) : void

Use

## Move

- min : int
- max : int
- String : moveName

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+ Move(n: String, min: int, max: int)
+ getName(): String
~ use(): int

## MainActivity

- characterSelection : int

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# onCreate(savedInstanceState: Bundle): void
+ startGame(view: View): void

Use

## DisplayGame

~ attack1 : Button
~ attack2 : Button
~ heal : Button
~ defence : Button
~ pause : Button
- level : int
- moves : int

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- onWin(player: Fighter, boss: Fighter, gameText: TextView): void
- updateTextBox(player: Fighter, boss: Fighter, playerHP: TextView, bossHP: TextView, gameText: TextView) : void
# onCreate(savedInstanceState: Bundle): void
- runGame(): void
+ turn(player: Fighter, boss: Fighter, selection: int): boolean
- pauseDialogue(): void
- finishDialogue(): void
+ finish(): void