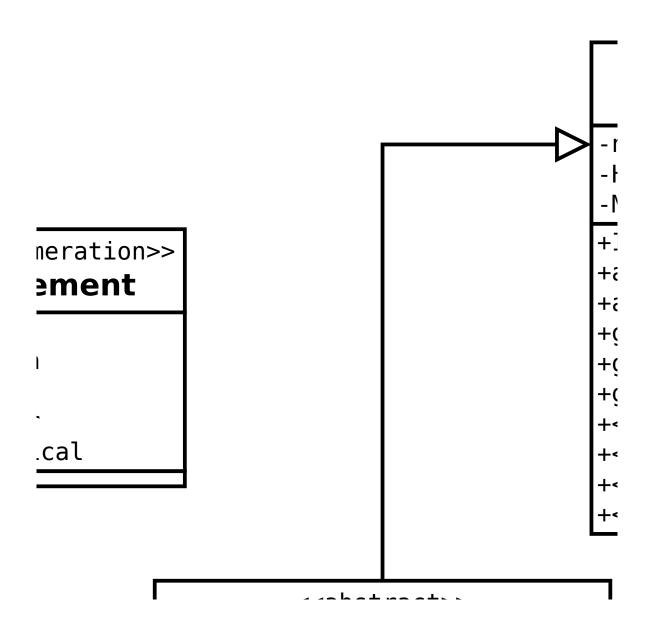
<<enun

Εlϵ

air earth fire water physi

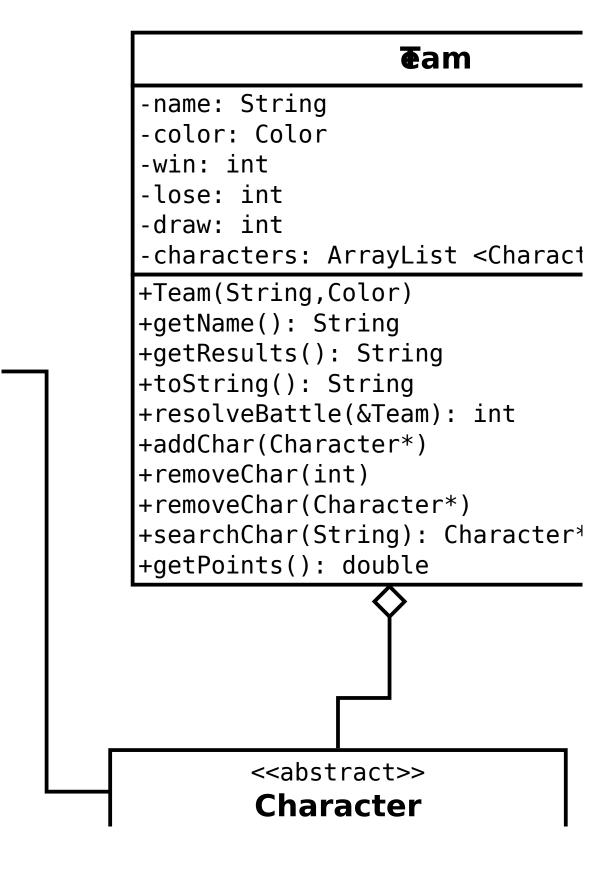


<<abstract>>

Individual

```
name: String
dP: int
MP: int

Individual(String)
addHP(int)
addMP(int)
getHP(): int
getMP(): int
getName(): String
<<abstract>> getDefensePoints(): int
<<abstract>> getAttackPoints(): int
<<abstract>> attack(Individual)
<<abstract>> attack(Character)
```



ter>

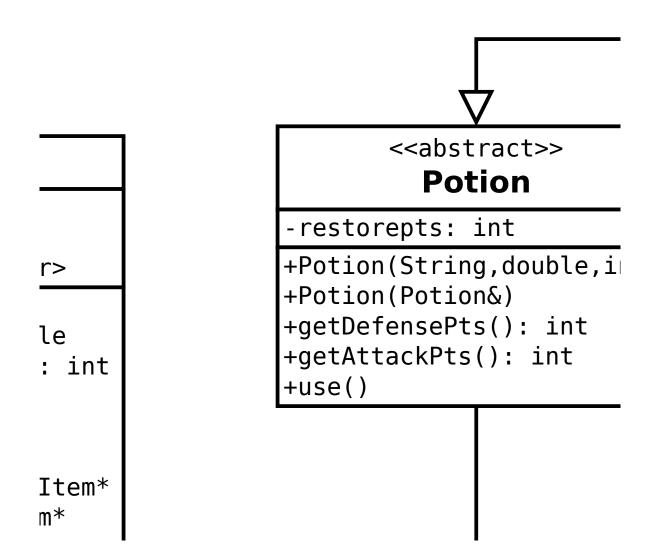
<<enumeration>>

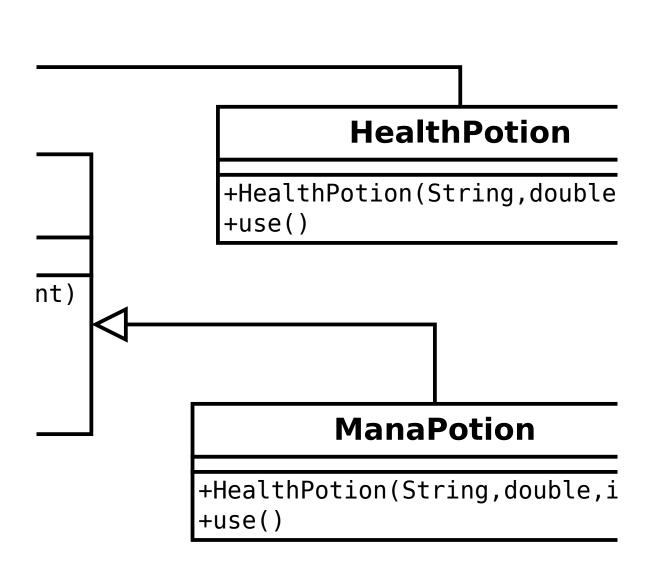
Color

blue red green yellow white black

k

Item Inventory -spaces: int -gold: double -pair: ArrayList <Pai</pre> +Inventory() +getTotalGold(): doub +getAvaliableSpaces() +spendGold(int) → +earnGold(int) +setSpaces(int) +searchItem(String): +searchItem(int): Ite





Hun

#power:

+Humanoi

+addPowe

+attack

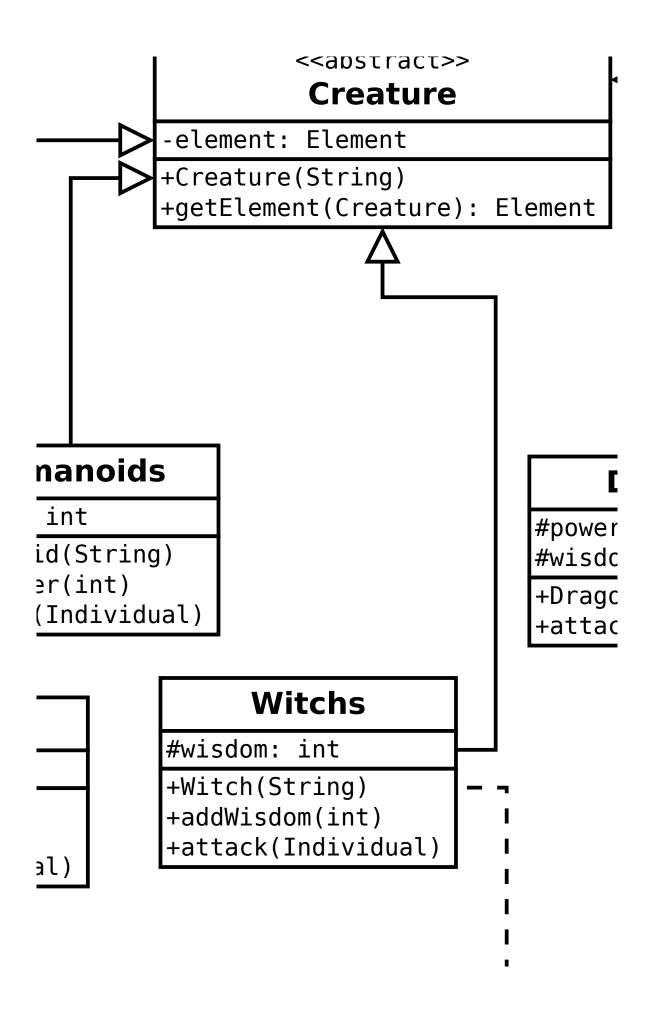
Demons

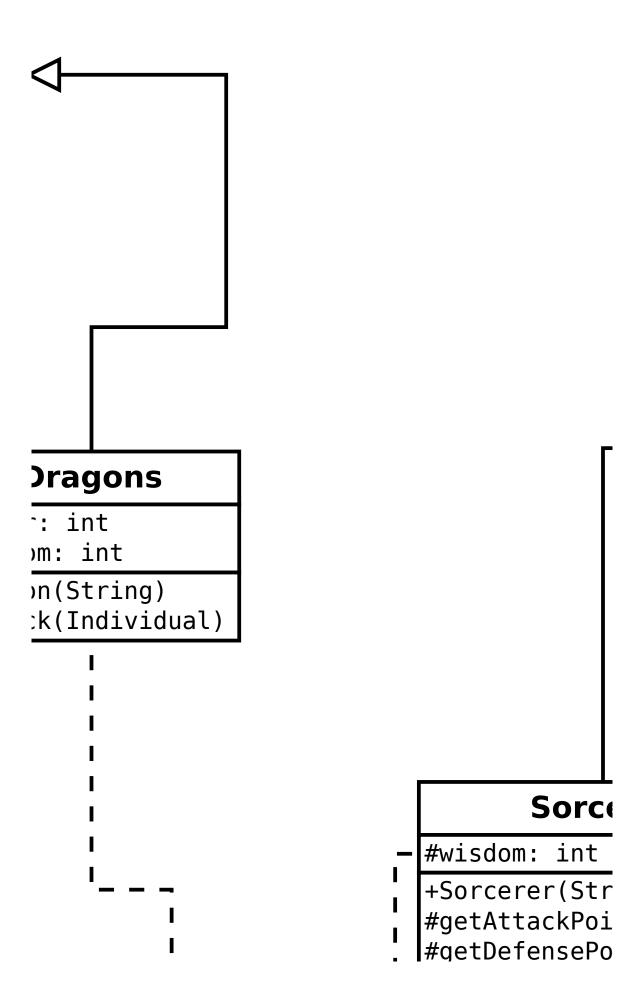
#wisdom: int

+Demon(String)

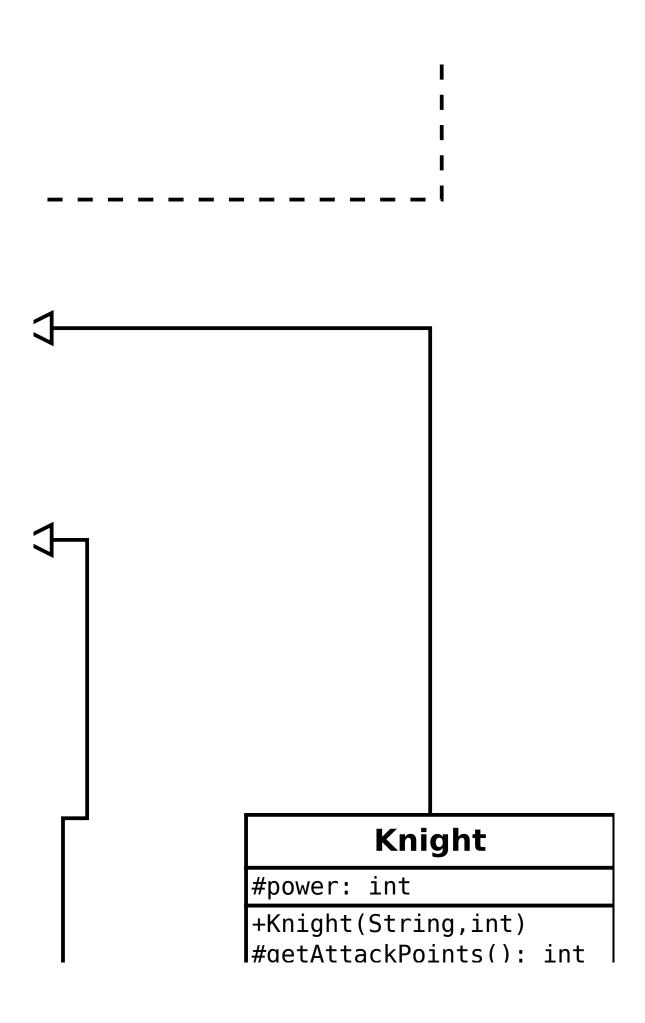
+addWisdom(int)

+attack(Individua





```
-myitems: Inventory
        #XP: int
        #strenght: int
        #speed: int
        #dexterity: int
        #constitution: int
        +Character(String)
        +<<abstract>> attack(Creature)
        +addXP(int)
        +getXP(): int
        +getInventory(): Inventory
        +showInventory()
        +setStrenght(int)
        +setSpeed(int)
        +setDexterity(int)
        +setConstitution(int)
        +use(Individual,Item)
erer
ing,int)
nts(): int
ints(): int
```



```
+insertItem(Item*)
   +removeItem(String)
   +removeItem(int)
     Bir
+item: T
+bool: B
+Pair()
+Pair(T,B)
+getItem():
            T
+getBool():
+setItem(T)
+setBool(B)
```

<<abstract>>

Item

-name: String
-price: double

+Item(String,double)

+Item(Item&)

+getName(): String

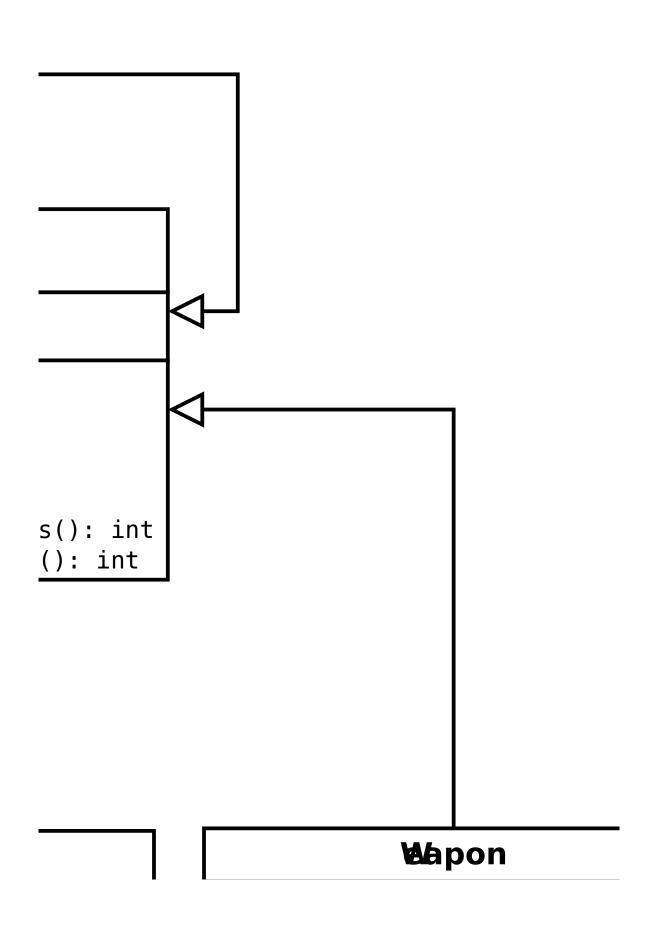
+getPrice(): double

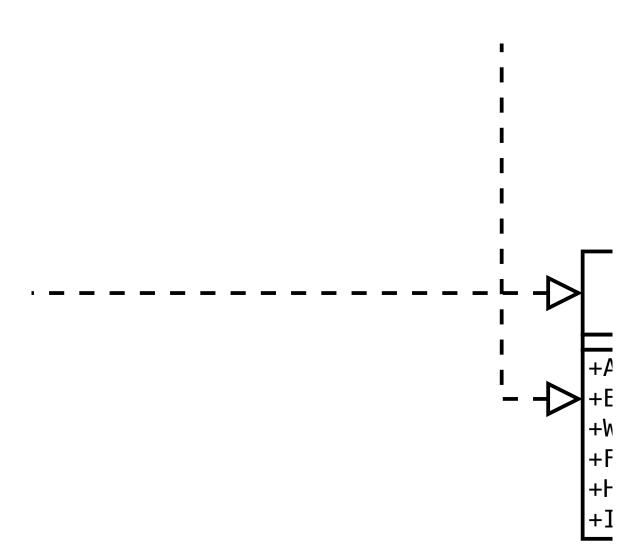
+<<abstract>> use()

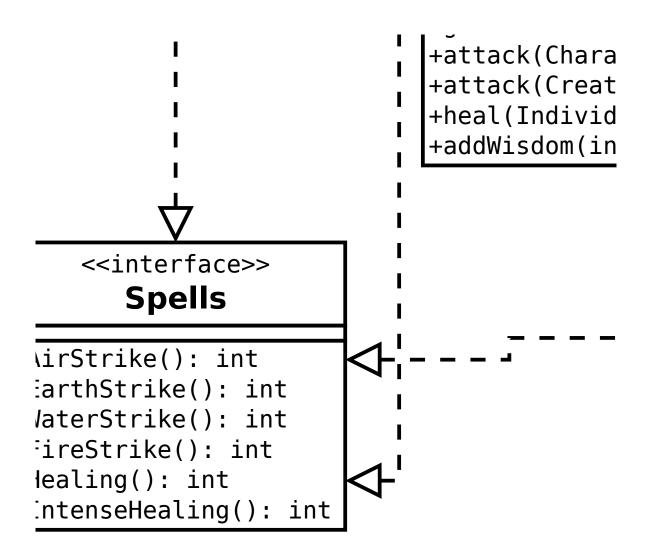
+<<abstract>> getDefensePt

+<<abstract>> getAttackPts

Armor







```
cter)
ure)
ual*)
t)
```

Druid

#wisdom: int

+Druid(String,int)

#getAttackPoints(): int

#getDefensePoints(): int

+attack(Character)

+attack(Creature)

+heal(Individual)

+addWisdom(int)

A

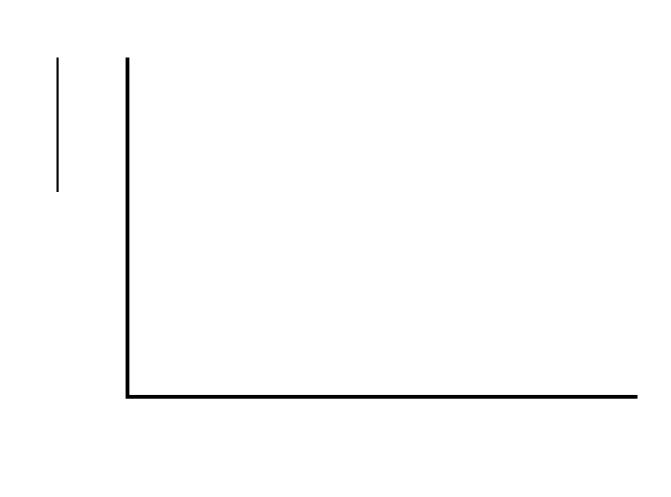
#power: in
+Paladin(S
#getAttack|
#getDefense
+attack(Che
+attack(Cre
+addPower(:

```
#getDefensePoints(): int
+attack(Character)
+attack(Creature)
+addPower(int)
```

ladin

t

tring,int)
Points(): int
ePoints(): int
aracter)
eature)
int)



```
#attackpts: int
#weight: double

+Armor(String,double,int,
+Armor(Armor&)
+getDefensePts(): int
+getAttackPts(): int
+getWeight(): int
+use()
```

#attackpts: int
#range: double

double)

+Weapon(String,double,int,double,int,double)
+Weapon(Weapon&)
+getDefensePts(): int
+getAttackPts(): int
+getRange(): int
+use()