

| Disease |
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| name : String shortName : String maxLevel : int |
| + Disease(name : String, shortName : String, maxLevel : int) + getName() : String + getShortName() : String + getMaxLevel() : int |

| CreatureSicknessContaminator |
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| «extends» CreatureSickness |
| + CreatureSicknessContaminator(creature : Beastman) + CreatureSicknessContaminator(creature : Orc) + CreatureSicknessContaminator(creature : Lycanthrope) + CreatureSicknessContaminator(creature : Vampire) + contaminate(creatureSickness : CreatureSickness) : void |

| CreatureSickness |
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| creature : Creature diseaseCurrentLevel : Map<Disease, Integer> {static} diseases : List<Disease> |
| + CreatureSickness(creature : Creature) + CreatureSickness(creature : Elf) + CreatureSickness(creature : Dwarf) + CreatureSickness(creature : Reptilian) + CreatureSickness(creature : Zombie) + getCreature() : Creature + getDiseaseCurrentLevel() : Map<Disease, Integer> + getCurrentLevel(disease : Disease) : int - setCurrentLevel(disease : Disease, currentLevel : int) : void + addDiseaseCurrentLevel(disease : Disease, currentLevel : int) : void + addDiseaseCurrentLevel(disease : Disease) : void + decreaseLevel(disease : Disease) : void + increaseLevel(disease : Disease) : void + showDisease() : void + getDisease() : Set<Disease> + getAllDiseaseNames() : List<String> + heal() : void + heal(disease : Disease) : void {static} + randomDisease() : Disease |