TurnBasedRPG -teamA:Team -teamB:Team -scanner:Scanner -random:Random +setup():void

Team -characters:List<Character> +addCharacter(Character):void +isAlive():boolean +getNextAliveCharacter():Character

+battle():void

Game +main(String[]):void

+getCharacters():List<Character>

Character -name: String -race: String -characterClass: String -healthPoints: int -maxHealthPoints: int -strength: int -defense: int -defending: boolean +getName():String +getHealthPoints():int +isDefending():boolean +setDefending(boolean):void +takeDamage(int):void +takeDamage(int, String):void +isAlive():boolean +attack():int +getDefense():int +heal(int):void +setName(String):void +getRace():String +setRace(String):void +getCharacterClass():String +setCharacterClass(String):void +setHealthPoints(int):void +setMaxHealthPoints():int +getMaxHealthPoints(int):void +getStrength():int +setStrength(int):void +setDefense(int):void +toString():String