TurnBasedRPG -teamA:Team -teamB:Team scanner: Scanner random: Random

setup():void battle():void

Team

-characters:List<Character>

+addCharacter(Charcter):void +isAlive():boolean +getNextAliveCharacter():Character

+getCharacters():List<Character>

Game

+main(String[]):void

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

+reduce(int, int):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