

HeroBuilder

Character _enemy

SetName(string name):ICharacterBuilder
SetGender(string gender):ICharacterBuilder
SetHeight(string height):ICharacterBuilder
SetBodyType(string bodyType):ICharacterBuilder
SetHairColor(string color):ICharacterBuilder
SetEyeColor(string color):ICharacterBuilder
SetOutfit(string outfit):ICharacterBuilder
AddToInventory(string item):ICharacterBuilder
AddDeed(string deed):ICharacterBuilder
Build(): Character

EnemyBuilder

Character _enemy

Build(): Character

SetName(string name):ICharacterBuilder
SetGender(string gender):ICharacterBuilder
SetHeight(string height):ICharacterBuilder
SetBodyType(string bodyType):ICharacterBuilder
SetHairColor(string color):ICharacterBuilder
SetEyeColor(string color):ICharacterBuilder
SetOutfit(string outfit):ICharacterBuilder
AddToInventory(string item):ICharacterBuilder

AddDeed(string deed):ICharacterBuilder