## <<Class>> Main

+output\_path : String +main : String[] +board\_size : int

+filled\_cells : HashMap<String, int[]> +calliance\_types : ArrayList<Types> +zorde\_types : ArrayList<Types>

+write table on output: void

+main : String[]

# <<abstract>> **Types**

+id : String +pos : int∏ +max\_move : int +hp:int +ap: int

+exceeded: boolean

+move : String

+def\_hp : int

# <<Class>> Ork

+id: String +pos : int[] +max\_move : int +hp:int

+ap : int +def\_hp : int

+exceeded : boolean

+check\_exceptions : boolean +all\_types\_around : ArrayList<Types> +check\_if\_the\_cell\_is\_filled : Types +ConstainsValueInFilledCells : boolean

+move : String

#### <<Class>> Troll

+id: String +pos : int∏ +max\_move : int +hp:int +ap : int

+def\_hp:int

+exceeded: boolean

+check\_exceptions: boolean +all\_types\_around : ArrayList<Types> +check\_if\_the\_cell\_is\_filled : Types +ConstainsValueInFilledCells: boolean

+move : String

## <<Class>> Goblin

+id : String +pos : int[] +max\_move : int +hp:int +ap : int +def\_hp : int

+exceeded: boolean

+check\_exceptions: boolean +all\_types\_around : ArrayList<Types> +check\_if\_the\_cell\_is\_filled : Types +ConstainsValueInFilledCells: boolean

+move : String

## <<Class>> Human

+id: String +pos : int∏ +max move:int +hp:int +ap : int +def\_hp : int +exceeded : boolean

+check\_exceptions: boolean

+all\_types\_around : ArrayList<Types> +check\_if\_the\_cell\_is\_filled : Types +ConstainsValueInFilledCells : boolean

+move : String

#### <<Class>> Elf

+id: String +pos : int[] +max\_move : int +hp:int +ap: int +def\_hp : int

+exceeded : boolean

+check\_exceptions : boolean +all\_types\_around : ArrayList<Types> +check\_if\_the\_cell\_is\_filled : Types +ConstainsValueInFilledCells : boolean

+move : String

## <<Class>> Dwarf

+id: String +pos : int∏ +max\_move : int +hp:int +ap : int +def\_hp:int

+exceeded: boolean

+check\_exceptions : boolean +all\_types\_around : ArrayList<Types> +check\_if\_the\_cell\_is\_filled : Types +ConstainsValueInFilledCells: boolean

+move : String