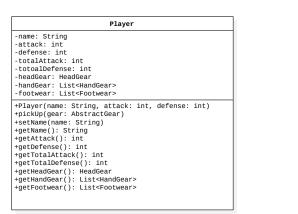
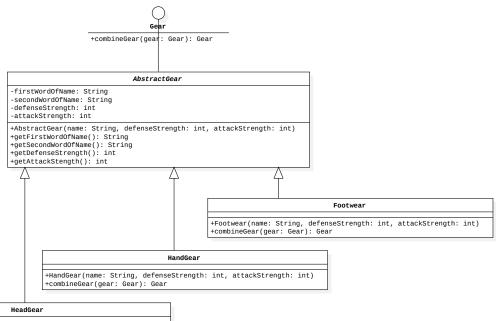
Model::Main





+HeadGear(name: String, defenseStrength: int, attackStrength: int)
+combineGear(gear: Gear): Gear