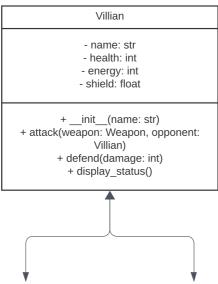
UML shematic

Mohamed Maher Wahba



*	*
Weapon	Class
- name: str - damage: int - energy: int - resources: int	- name: str - save: float - energy: int - resources: int
+init(name: str, energy: int, damage: int, resources: int)	+init(name: str, energy: int, damage: int, resources: int)
VectorWeapon	VectorSheild
- description: str	- description: str
+init(name: str, energy: int, damage: int, resources: int, description: str)	