Class: GAME OBJECT (Pure Abstract)

Variables:

Function:

NormalAttack() ← Pure Virtual Function

Class: PLAYER (Abstract)

Variables:

Name

Health

Functions:

NormalAttack()

SpecialAttack() ← Pure Virtual Function

Accessors Mutators

Class: WIZARD & Class: KNIGHT

Variables:

Special Attack Name (Static)

Special Attack Amount

**Functions:** 

SpecialAttack()

Class: ENEMY (Abstract)

Variables:

Health

Functions:

NormalAttack()

TauntPlayer() ← Pure Virtual Function

Accessors

Mutators

Class: ORC & Class: UNDEAD

Variables:

Species Name (Static)

Array of Taunts

Functions:

TauntPlayer()