





NateWarrior	NateWizard	JeremyWizard	JeremyWarrior
		String nation, String tribe, int LifePoints, Strategy(JeremyWizardStrategy)	String nation, String tribe, int LifePoints, Strategy(JeremyWarriorStrategy)
NateWarrior(String, String, int, Strategy): void +encounterLifePoints(People, People): int	NateWarrior(String, String, int, Strategy) +encounterLifePoints(People, People): int	+ encounterLifePoints(People me, People otherPerson): int	+ encounterLifePoints(People me, People otherPerson): int

	Marie Wizard	Marie Warrior
nt ategy)	String nation, String tribe, int LifePoints, Strategy(MarieWizardStrategy)	String nation, String tribe, int LifePoints, Strategy(MarieWizardStrategy)
le me,	+ encounterLifePoints(People me, People otherPerson): int	+ encounterLifePoints(People me, People otherPerson): int