Alien Invader

Class player

+ health: int
+ defense: int
+ attack: int

+ attack(): int
+Invade():seed
+use ability():int
+use Item

Class Planet

+ Planet: seed

+ generate(): Planet
+generate Reward(): item

Class Enemy

+ Planet: string
+ Health: int

+ spawn(): enemy
+ Attack(): int

Class Inventory

+ capacity: int

+ store(): string

Class Item

+ Pickup: item

+ ability(): string
+ item(): int

if enemy dies

stored