```
                  +-----------------+
                  |    Character    |
                  +-----------------+
                  | -maxHealth: int |
                  | -health: int    |
                  | -maxMana: int   |
                  | -mana: int      |
                  | -baseDamage: int|
                  | -name: String   |
                  | -items: ArrayList<Consumable>|
                  | -turnsVulnerable: int |
                  | -turnsInvincible: int |
                  | -turnsStunned: int |
                  | -tempDamageBuff: double |
                  +-----------------+
                  | +Character(name: String, health: int, mana: int, damage: int) |
                  | +toString(): String |
                  | +getName(): String |
                  | +getHealth(): int |
                  | +getMaxHealth(): int |
                  | +getMaxMana(): int |
                  | +getMana(): int |
                  | +getBaseDamage(): int |
                  | +isAlive(): boolean |
                  | +takeTurn(other: Character): void |
                  | +attack(other: Character): void |
                  | +defend(other: Character): void |
                  | +modifyHealth(modifier: int): void |
                  | +setAsVulnerable(numTurns: int): void |
                  | +isVulnerable(): boolean |
                  | +decreaseTurnsVulnerable(): void |
                  | +setAsInvincible(numTurns: int): void |
                  | +isInvincible(): boolean |
                  | +decreaseTurnsInvincible(): void |
                  | +setAsStunned(numTurns: int): void |
                  | +isStunned(): boolean |
                  | +decreaseTurnsStunned(): void |
                  | +setTempDamageBuff(buff: double): void |
                  | +obtain(item: Consumable): void |
                  | +useItem(owner: Character, other: Character): void |
                  +-----------------+
                                  ^
                                  |
      +-------------------------------------------------+-------------------------------------------------------+
```
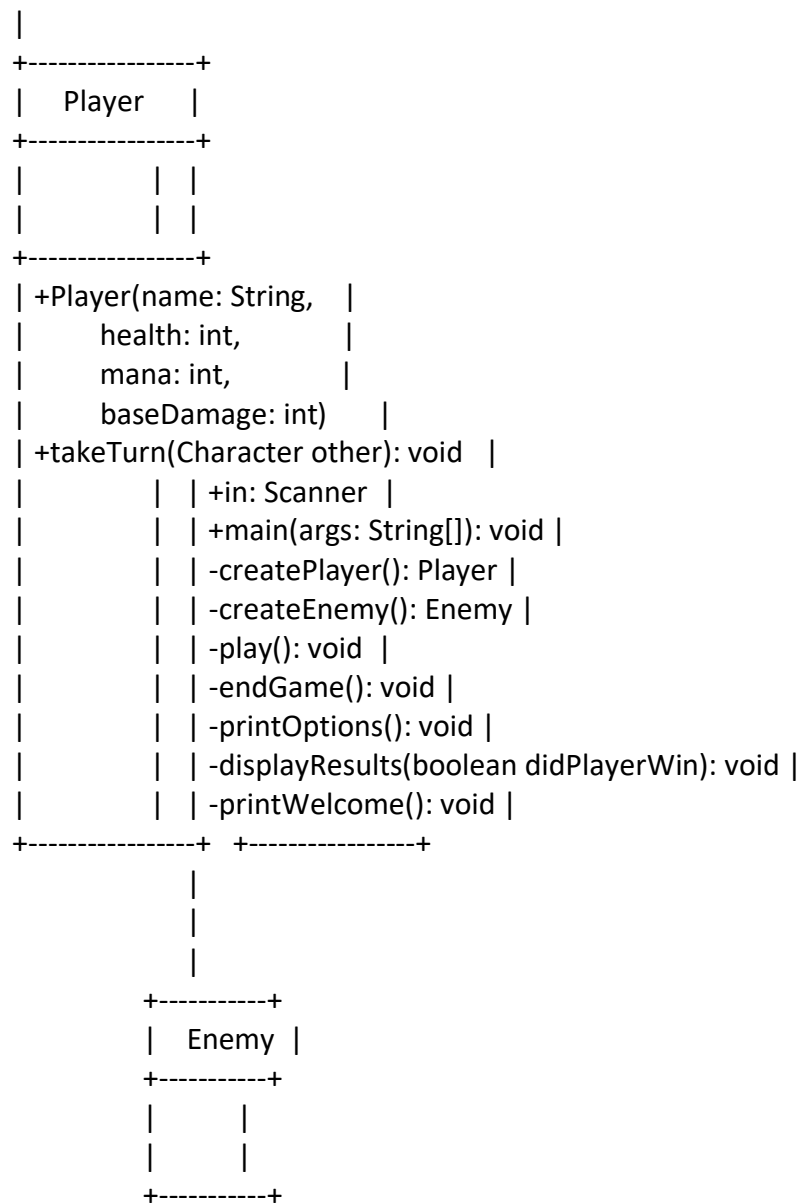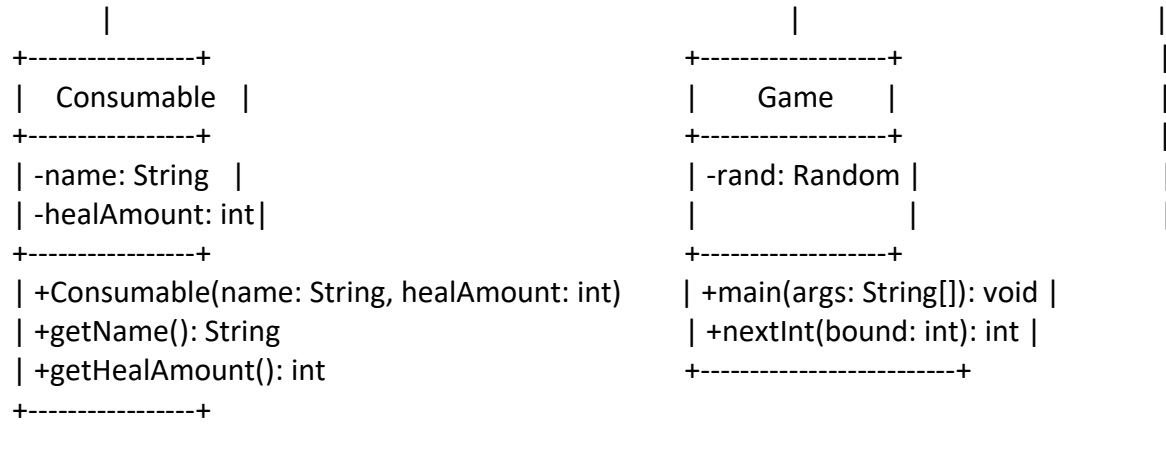
```
         |                              |                      |
+----------------+            +------------------+             |
|   Consumable   |            |     Game         |             |
+----------------+            +------------------+             |
| -name: String  |            | -rand: Random    |             |
| -healAmount: int|           |                  |             |
+----------------+            +------------------+             |
| +Consumable(name: String, healAmount: int)    | +main(args: String[]): void |    |
| +getName(): String           | +nextInt(bound: int): int |                 |
| +getHealAmount(): int        +--------------------------+                   |
+----------------+                                                            |
                                                                              |
_____
|
+----------------+
|   Player       |
+----------------+
|          |  |
|          |  |
+----------------+
| +Player(name: String,    |
|      health: int,        |
|      mana: int,          |
|      baseDamage: int)    |
| +takeTurn(Character other): void   |
|          |  | +in: Scanner  |
|          |  | +main(args: String[]): void |
|          |  | -createPlayer(): Player |
|          |  | -createEnemy(): Enemy |
|          |  | -play(): void  |
|          |  | -endGame(): void |
|          |  | -printOptions(): void |
|          |  | -displayResults(boolean didPlayerWin): void |
|          |  | -printWelcome(): void |
+----------------+  +----------------+
                |
                |
                |
          +-----------+
          |  Enemy    |
          +-----------+
          |       |
          |       |
          +-----------+
```

```
                    | -name: String |
                    | -health: int |
                    | -baseDamage: int |
                    | +Enemy(name: String, health: int, baseDamage: int) |
                    | +takeTurn(Character other): void |
                    +-----------+


+--------------------+
|       NPC          |
+--------------------+
| - name : String    |
| - health : int     |
| - mana : int       |
| - baseDamage : int |
+--------------------+
| + NPC(name: String, |
|      health: int,   |
|      mana: int,     |
|      baseDamage: int)|
| + takeTurn(other: Character) : void |
+--------------------+
|    Inherited from  |
|     Character      |
|--------------------|
| - stunned : boolean |
+--------------------+
| + attack(other: Character) : void |
| + isAlive() : boolean |
| + decreaseHealth(amount: int) : void |
| + isStunned() : boolean |
| + decreaseTurnsStunned() : void |
| + getName() : String |
+--------------------+
```