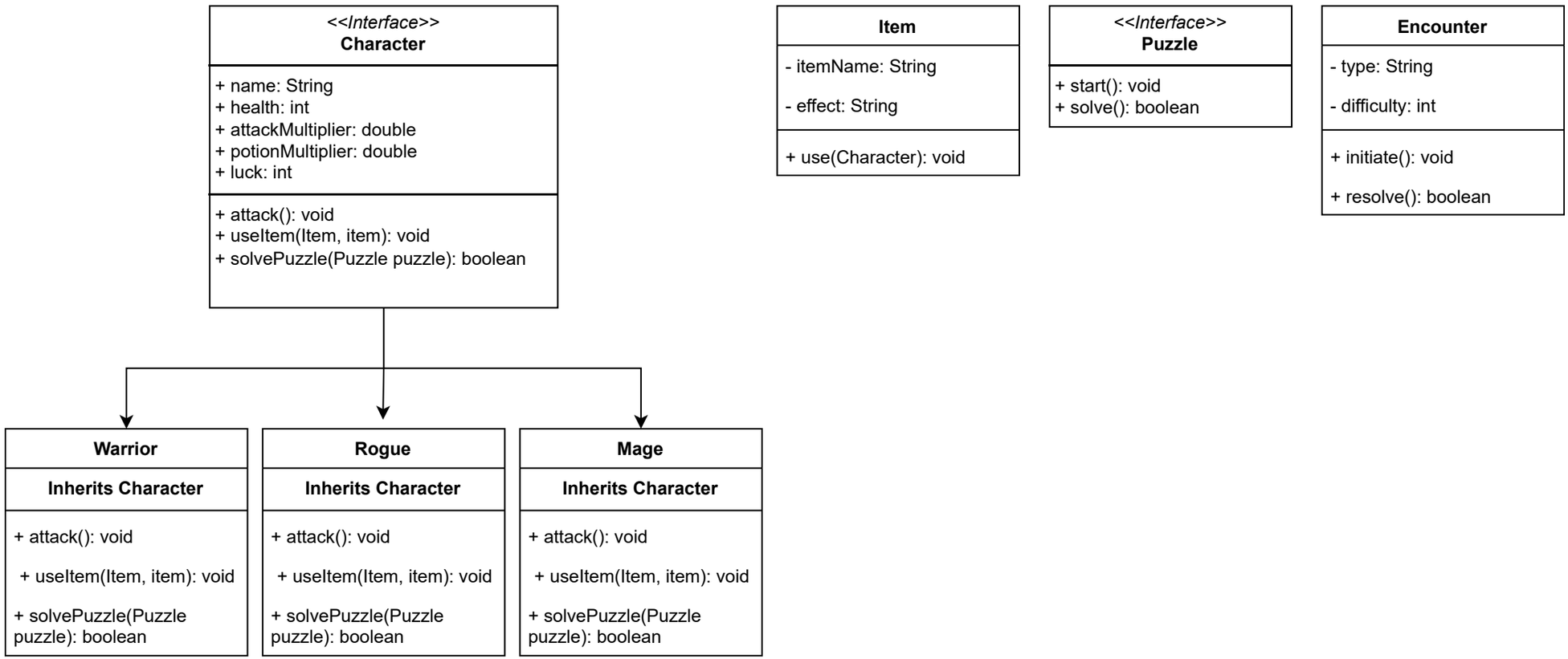
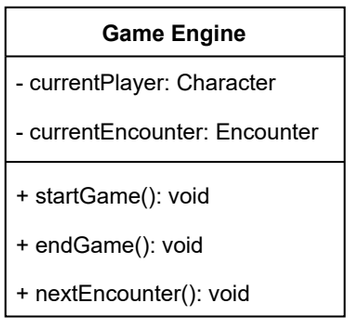
Text-Based RPG UML Table

resource: https://www.lucidchart.com/pages/uml-class-diagram




Game Engine
- currentPlayer: Character
- currentEncounter: Encounter
+ startGame(): void
+ endGame(): void
+ nextEncounter(): void