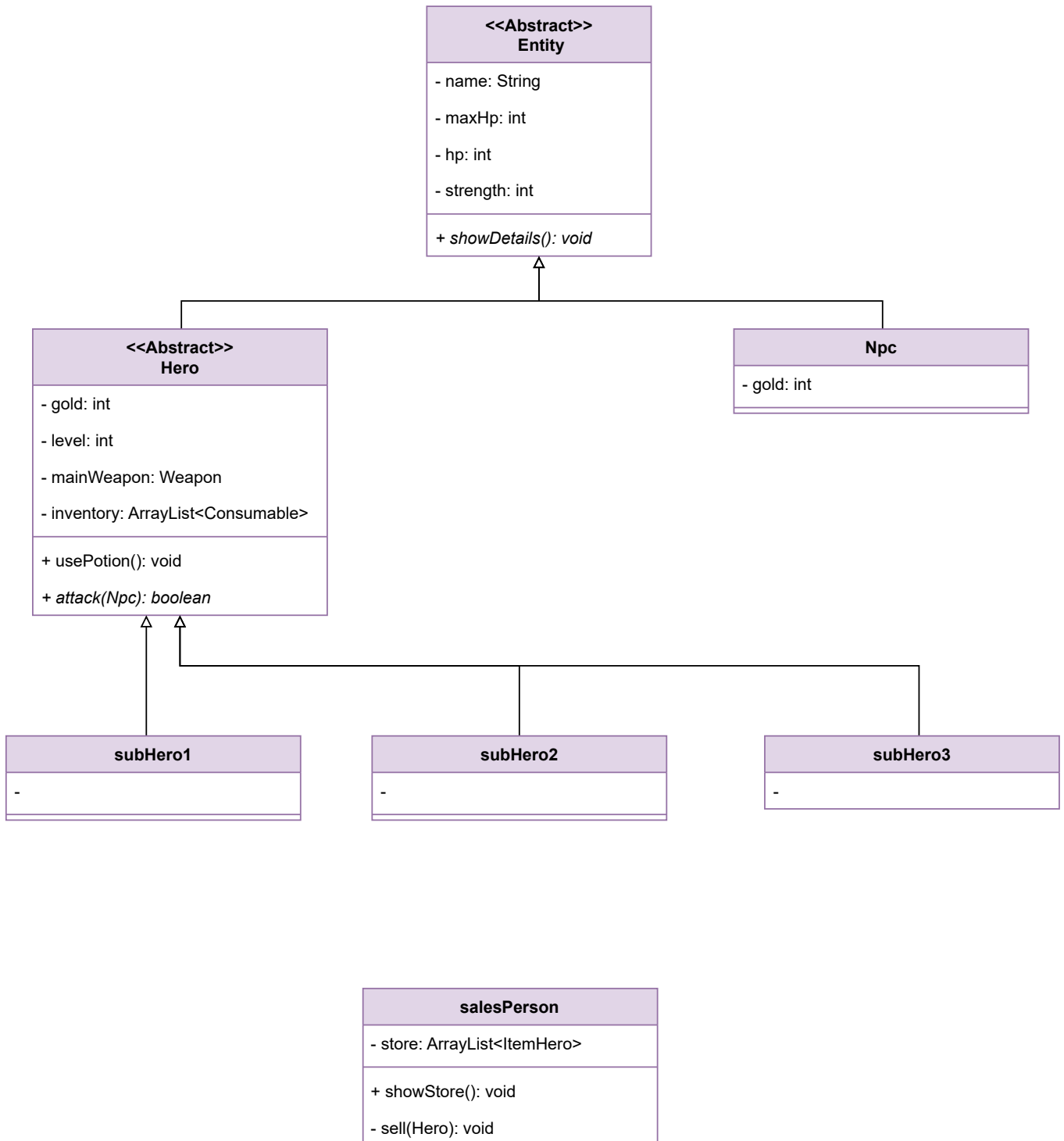
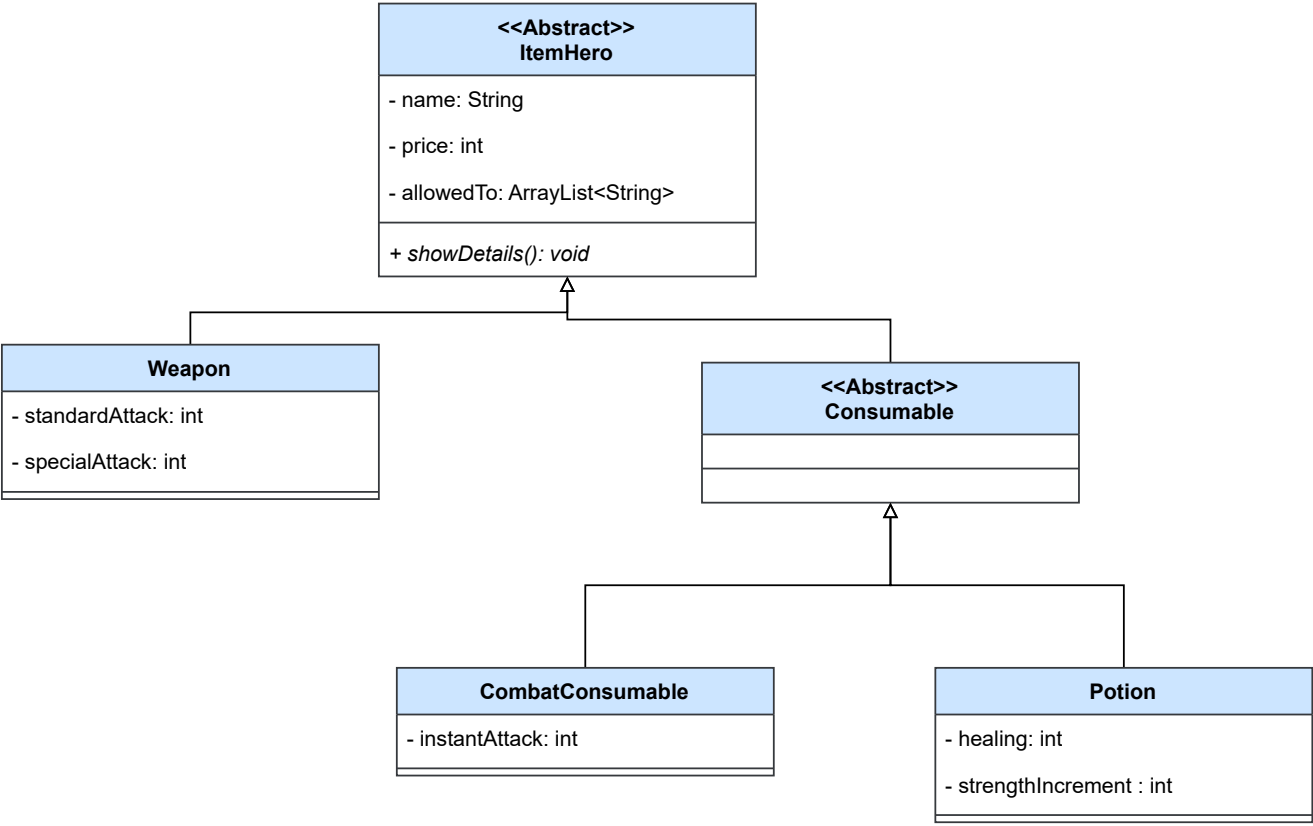


Role Playing Game

Package Entities



Package Items



Package Game

Game
-
+ createHero(): Hero + startGame(Hero): void