<<interface>>

FighterInterface

+ROBOT\_ABILITY\_COST: int

+CLERIC\_ABILITY\_COST: int

*+ getName():string*

*+ getMaximumHP():int*

*+getCurrentHP():int*

*+getStrength():int*

*+getSpeed():int*

*+getMagic():int*

*+getDamage():int*

*+takeDamage(int damage):void*

*+reset(): void*

*+regenerate():void*

*+useAbility():bool*

<<interface>>

ArenaInterface

*+ addFighter(string info): bool*

*+ removeFighter(string name): bool*

*+ getFighter(string name): FighterInterface\**

*+ getSize(): int*

Archer

#damage:int

#base\_speed:int

Robot

#damage:int

#current\_energy:int

#max\_energy:int

#bonus\_damage:int

Cleric

#damage:int

#current\_mana:int

#max\_mana:int

Fighter

#name:string

#name:type

#max\_hp:int

#current\_hp:int

#strength:int

#speed:int

#magic:int

Arena

-my\_arena: vector <Fighter\*>

-findFighter(string target):int