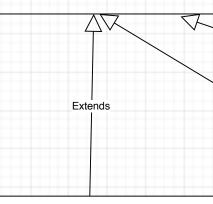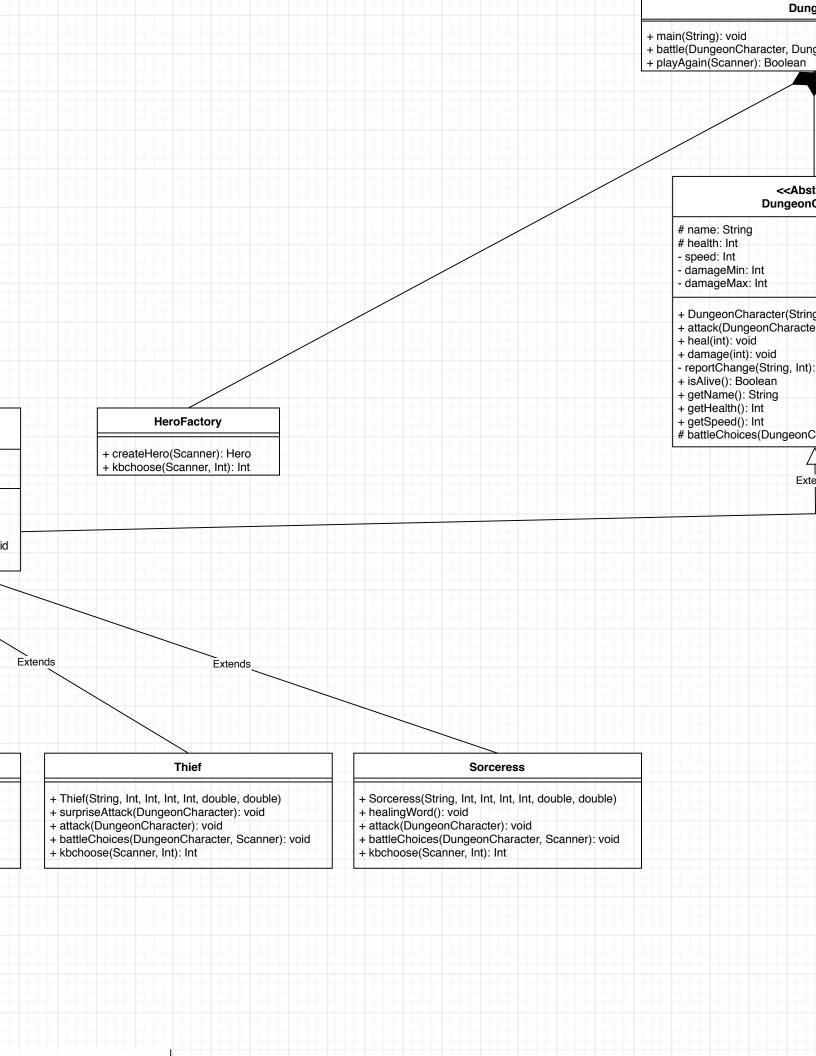## <<Abstract>>
Hero

blockChange: double
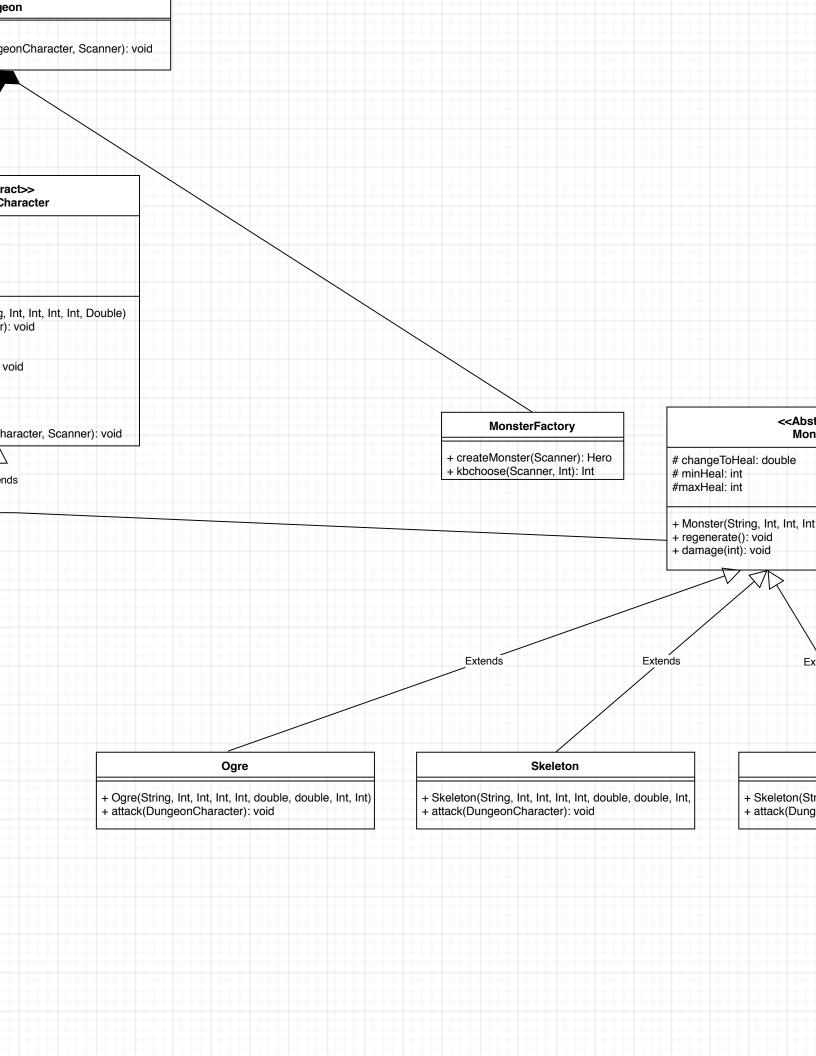# turns: int

+ hero(String, Int, Int, Int, Int, double, double)
+ readName(Scanner): void+ damage(Int): void
+ damage(int): void
+ battleChoices(DungeonCharacter, Scanner): vo
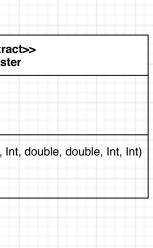
Extends

Warrior

+ Warrior(String, Int, Int, Int, Int, double, double)
+ crushingBlow(DungeonCharacter): void
+ attack(DungeonCharacter): void
+ battleChoices(DungeonCharacter, Scanner): void
+ kbchoose(Scanner, Int): Int

Dung

+ main(String): void
+ battle(DungeonCharacter, Dung
+ playAgain(Scanner): Boolean

<<Abst
DungeonC

name: String
health: Int
- speed: Int
- damageMin: Int
- damageMax: Int

+ DungeonCharacter(String
+ attack(DungeonCharacte
+ heal(int): void
+ damage(int): void
- reportChange(String, Int):
+ isAlive(): Boolean
+ getName(): String
+ getHealth(): Int
+ getSpeed(): Int
# battleChoices(DungeonC

Exte

HeroFactory

+ createHero(Scanner): Hero
+ kbchoose(Scanner, Int): Int

id

Extends

Extends

Thief

+ Thief(String, Int, Int, Int, Int, double, double)
+ surpriseAttack(DungeonCharacter): void
+ attack(DungeonCharacter): void
+ battleChoices(DungeonCharacter, Scanner): void
+ kbchoose(Scanner, Int): Int

Sorceress

+ Sorceress(String, Int, Int, Int, Int, double, double)
+ healingWord(): void
+ attack(DungeonCharacter): void
+ battleChoices(DungeonCharacter, Scanner): void
+ kbchoose(Scanner, Int): Int

...geon

...geonCharacter, Scanner): void

...ract>>
...Character

..g, Int, Int, Int, Int, Double)
..r): void

.. void

..haracter, Scanner): void

..ends

MonsterFactory

+ createMonster(Scanner): Hero
+ kbchoose(Scanner, Int): Int

<<Abst...
Mon...

changeToHeal: double
minHeal: int
#maxHeal: int

+ Monster(String, Int, Int, Int...
+ regenerate(): void
+ damage(int): void

Extends   Extends   Ex...

Ogre

+ Ogre(String, Int, Int, Int, Int, double, double, Int, Int)
+ attack(DungeonCharacter): void

Skeleton

+ Skeleton(String, Int, Int, Int, Int, double, double, Int,
+ attack(DungeonCharacter): void

+ Skeleton(Str...
+ attack(Dung...

```
ract>>
ster
```

, Int, double, double, Int, Int)

tends

Skeleton

ing, Int, Int, Int, Int, double, double, Int,
eonCharacter): void