#define ull unsigned long long

Unit (A)
- #ull VIT

inheritance

inheritance

Enemy (A)
- +int LVL;
- #ull STR;

Protagonist (A)
- -map spells;
- -map inventory;
- +bool cast-spell (Spell spell, Unit aim);

inheritance

Imp
- +bool poke (Unit aim);

inheritance

inheritance

Pyromancer

DarkMage

inheritance

EnemyFactory
- +bool create()=0

inheritance

create

create

ImpFactory
- +Enemy* create () override;

SpellFactory
- #int boost=0
- #createSpell()

inheritance

inheritance

RoomFactory
- +createRoom(int boost, vector<EnemyFactory>

PyromancyFactory
- +bool create spell() override

SpoilageFactory
- +string createSpell override

create in Room

PyroRoomFactor
- +createRoom(...)

DarkRoomFactory
- +createRoom()

create in Room

create

create.

Room
- int boost;
- SpellFactory* f;
- vector<Enemy>