@startuml

abstract class pageController {

updateView(): void

changePage(change: int): void

}

abstract class pageManager {

beginListening(): void

stopListening(): void

showSideBar(): void

hideSideBar(): void

}

class userPageController {

}

class userPageManager {

addCharacter(Name: string)

selectCharacter(id: string)

}

class statPageController {

page: int

}

class statPageManager {

addTrait(name: string, description: string)

addProficency(name: string)

editStat(id: string, type: string)

}

class spellPageController {

page: int

}

class spellPageManager {

addSpell(name: string, range: string, duration: int, castingTime: string, description: string, concentration: boolean, v: boolean, s: boolean, m: string, level: int): void

enableSpell(id: int): void

disableSpell(id: int): void

addProficency(name: string): void

editSpellLevelStat(id: string): void

}

class itemPageController {

}

class itemPageManager {

addItem(name: string, description: string, quantity: string): void

removeItem(id: int): void

editItem(id: int): void

}

class user {

username: string

password: string

checkPassword(input: string): boolean

}

class character {

name: string

ac: int

hp: int

maxHP: int

tempHP: int

background: string

speed: int

class: HashMap<String, int>

deathSaves: HashMap<String, int>

hitDice: string

hitDiceMax: string

profBonus: int

race: string

str: int

dex: int

con: int

wis: int

int: int

cha: int

createSkills(): ArrayList<skill>

}

class item {

name: string

description: string

quantity: string

}

class spell {

name: string

range: string

duration: int

castingTime: string

description: string

concentration: boolean

v: boolean

s: boolean

m: string

enabled: boolean

}

class spellsByLevel {

level: int

maxSlots: int

used: int

addSpell(name: string, range: string, duration: int, castingTime: string, description: string, concentration: boolean, v: boolean, s: boolean, m: string, level): void

}

class trait {

name: string

description: string

}

class proficency {

name: string

}

class skill {

name: string

value: int

proficency: boolean

returnMod(profBonus: int): int

}

pageManager <|-- userPageManager

pageManager <|-- statPageManager

pageManager <|-- itemPageManager

pageManager <|-- spellPageManager

pageController <|-- userPageController

pageController <|-- statPageController

pageController <|-- itemPageController

pageController <|-- spellPageController

character "\*"<-- user

character -->"\*" item

character -->"\*" spellsByLevel

spellsByLevel -->"\*" spell

character -->"\*" trait

character -->"\*" proficency

character -->"\*" skill

@enduml