UML Diagram for Defence of the ancients.

Heroes -heroName: String -heroType : String -heroRole: String -attackDamage : double -armour : double -abilities : String -heroImage : Image +Heroes(heroName,heroType,attackDamage,armour,abilities) +<<get/set>> HeroCollection -Heroes : ArrayList<Heroes> +Constructor +displayHeroesByType(): ArrayList<Heroes> +getHeroByName(): HeroesObject +getHeroesByRole(): ArrayList<Heroes>