| lObject |
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| + spawn() |
| + destroy() |
| + ~IObject() |
| \frac{1}{2} |
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| Object |
| |
| + spawn() |
| + destroy() + ~Object() |
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| Unit |
| + HP + MP |
| + DMG |
| + AS |
| + MS |
| + ~Unit() |
| <u> </u> |
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| Llana |
| Hero |
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| + ~Hero() |
| <u> </u> |
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| Undead |
| |
| + ~Undead() |
| + ~Ondead() |
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| Lich |
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| + ~Lich() |
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