lObject
+ spawn() + destroy() + ~IObject()
$rac{1}{4}$
Object
+ spawn() + destroy() + ~Object()
<u> </u>
Unit
+ HP
+ MP + DMG
+ AS
+ MS
+ ~Unit()
Ť
Hero
+ ~Hero()
<del>\frac{\frac}\fint}}}}{\frac{\frac{\frac{\frac{\frac{\frac}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}{\frac{\frac{\frac{\frac}{\frac{\frac{\frac{\frac{\frac}}}}}}{\frac{\frac{\frac{\frac{\fin}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}{\firac{\frac{\frac{\frac{\frac{\frac}}}}}{\frac{\frac{\frac{\frac{\frac{\fir}}}}}{\frac{\frac{\frac{\frac{\frac{\frac}}}}}{\frac{\frac{\frac{\frac{\frac{\frac{\frac}}}}}{\frac{\frac{\frac{\frac{\frac{\frac}}}}{\frac{\frac{\frac{\frac}}}}{\frac{\frac{\frac{\frac</del>
TavernHero
+ ~TavernHero()
Ť
Beastmaster
L Docotto()
+ ~Beastmaster()