CapFight Class Diagram

Character
- Character Movement
- Attacks
- Defense
- Jump
- Health

- PlayerMovement()
- Damage()
- PlayerHealth()

Health
- Health Bar
- Health Slider
- Current Health

- PlayerMovement()
- Damage()
- PlayerHealth()
- EnemyHealth()

Enemy
- Enemy Movement
- Attacks
- Defense
- Jump
- Health

- Enemy()
- EnemyAnimations()
- EnemyHealth()
- Damage()

Timer
- Countdown Timer
- Game Timer
- Round Restart

- Timer()
- RestartMenu()

Player
- Player Movement
- Player Settings

- PlayerMovement()
- OptionsMenu()

Game
- PauseMenu()
- Menu Screen
- Game State
- Pause Menu

- uiTraversal
- OptionsMenu()

Relationships:
- Character **Has** Health
- Enemy **Has** Health
- Timer **Limits** Character
- Timer **Limits** Enemy
- Player **Controls** Character
- Game **Includes** Timer
- Player **Plays** Game