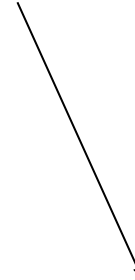


Player class -

- String Name
- Int Lives
- Int score
- Int credits

Methods

- LoseLife()
- GainScore()
- GainCredits()
- Lose Credits



Merchant class -

- Inherits
 - String Name
 - Int Lives
 - Int score
 - Int credits
- Int money
- ArrayList<String> goods

Methods

- Sell()
- Buy()

Warrior class -

- Inherits
 - String Name
 - Int Lives
 - Int score
 - Int credits
- String Weapon
- Int health

Methods

- Attack()
- NewHealth()