Person + name: string + lifePoints: int + canBeAttacked: boolean + constructor() + speak (): string

Enemy

+ name: string

+ lifePoints: int

+ canBeAttacked: boolean = true

+ constructor()

+ speak (): string

+ attack()

NormalPerson

+ name: string

Extends

Extends

+ lifePoints: int

+ canBeAttacked: boolean = false

+ inventory: string []

+ constructor()

+ speak (): string

Player

+ name: string

Extends

+ lifePoints: int

+ canBeAttacked: boolean = true

+ inventory: string []

+ position: Room

+ constructor()

+ speak (): string

+ attack()

+ takeltem(_item)

+ dropItem(_item)

+ useltem(_item)

+ showInventory(_item)

Room

+ name: string

+ description: string

+ objectsInRoom: string []

+ personsInRoom: Person [

+ constructor()