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 []
- + constructor()
- + speak (): string
- + attack()
- + takeltem(_item)
- + dropItem(_item)
- + useltem(_item)
- + showInventory(_item)

Room

- + name: string
- + description: string
- + objectsInRoom: string []
- + personsInRoom: Person [
- + constructor()