The weapon class focuses on the weapon magazine size, firerate, damage;

Every derived class of weapon class has an overridden method to manipulate the firerate,magazine and damage;

Character Class focuses on the creation of specific character, their health , abilities etc. Each character has its own special ability that damages different objects or players. The characters are then divided into two teams i.e Attacker and defender.   
Attacker and defender class has derived character classes in which their special ability is defined;  
Character Class has weapon class.

Player class focuses on the initialization of player, attacking second player and using ability etc.  
Player class has character class