Bataille

hero : Hero
opponent : Enemy
round : number
stat : [ ]

toDeath()

Character

nom:string
health:number
currentHealth:number

strength:number
lvl:number
Xp:number
flying:boolean

get/set() -protection donn
er(name,health,currentHe
alth,strength,lvl,xp)
attack()
die()
isAlive()
setDamage()
raiseXp

Hero

race:race

get/set
attack()
setDamage()

Ennemy

Assassin

round: number

attack: string

Berserker

setDamage()

Dragon

round : number

attack : string
fly()
attackfromsky()
setDamage()

Golem

setDamage()

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rou
atta
fly()
atta
set

```
                    ┌──────────────────────┐        ┌──────────────────────┐
                    │        griffin       │        │       Werewolf       │
                    ├──────────────────────┤        ├──────────────────────┤
                    │ round : number       │        │                      │
                    ├──────────────────────┤        ├──────────────────────┤
                    │ attack()             │        │ attack()             │
                    │ fly()                │        └──────────────────────┘
                    │ attackfromsky()      │
                    │ setDamage()          │
                    └──────────────────────┘
```