GameCharacter()

-name: String
-health: int
-attack: int
-speed: int
+GameCharacter()
+getName(): String

+getHealth(): int +getSpeed(): int +getAttack(): int

+isAlive(): boolean +isDead(): boolean

+hit(target: GameCharacter): void +slowDown(speedDamage: int): void

+useItem(item: Item): void

Alien()

+fight(ripley: Ripley): void

Ripley() +fight(alien: Alien): void

Game()

-Ripley: ripley -rooms: List<Room> +Game() +play(): void

Item

-name: String
-health: int
-attack: int
-speed: int
+ltem()
+getHealth(): int
+getAttack(): int
+getSpeed(): int
+getName(): String

Room()

-name: String -alien: Alien -item: Item +Room()

+getAlien(): Alien +getItem(): Item +getName(): String