GameCharacter()

-name: String -health: int -attack: int -speed: int

+GameCharacter(name: String, health: int. attack: int.

speed: int)
+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()

+getSpeedDamage(): int

Game()

Ripley()

health: int,

attack: int,

speed: int)

+fight(alien: Alien): void

+Ripley(name: String,

-ripley: Ripley

-rooms: List<Room>
+Game(ripley: Ripley,

rooms: List<Room>)

+play(): void

Room()

-name: String -alien: Alien -item: Item

+Room(name; String, alien: Alien,

item: Item

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

Item()

-name: String-health: int-attack: int-speed: int+Item(name: String,

health: int, attack: int, speed: int) +getHealth(): int +getAttack(): int

+getSpeed(): int +getName(): String