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

Ripley()

+Ripley(name: String,
       health: int,
       attack: int,
       speed: int)
+fight(alien: Alien): void

Alien()

-speedDamage: int
+ Alien(name: String,
       health: int,
       attack: int,
       speed: int,
speedDamage: int)
+fight(ripley: Ripley): void

Game()

-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