MapleStory - _db_session: sessionmaker + add(character: AbstractCharacter): int + get(id: int): AbstractCharacter + get_all(): AbstractCharacter[] + get_all_by_type(type: string): AbstractCharacter[] + update(character: object) + delete(id: int)

AbstractCharacter

- + name: string
- + job: string
- + level: int
- + health: int
- + health_regeneration: int
- + attack_damage: int
- + magic_damage: int
- + armor: int
- + magic_resist: int
- + get_details(): string
- + get_type(): string
- + to_dict(): dictionary
- + copy(character: object)

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Warrior

- + sword: string
- + skill_ability: string
- + get_sword(): string
- + add_armor(): int
- + add_attack_damage: int
- + add_health: int
- + get_description(): string
- + get_details(): list
- + get_type(): string
- + set_special_skill(skill_name: string)
- + get_special_skill(): string
- + reset_special_skill()
- + to_dict(): dictionary
- + copy(character: object)

Magician

- + wand: string
- + spell_cast: string
- + get_wand(): string
- + add_health_regeneration: int
- + add_magic_damage(): int
- + add_magic_resist(): int
- + get_description(): string
- + get_details(): list
- + get_type(): string
- + set_spellcast(spell_name: string)
- + get_spellcast(): string
- + reset_spellcast()
- + to_dict(): dictionary
- + copy(character: object)