

<b>Class Name</b>	Enemy		
<b>Description</b>	Hostile entity whose goal is to defeat the player	<b>Associated Use Cases</b>	Attack Entity Move Die Draw
<b>Responsibilities</b>		<b>Collaborators</b>	
Know location		Entity	
know stats (health/power/defense)		Player	
know what it looks like		Actor	
know how to die			
know how to move			
know how to attack			