```
Main:

+enemyArray: Enemies()

Main.main()
```

```
Enemies:

-Name: int
-maxEnemyHealth: int
-enemyAttackDamage: int

+getMaxEnemyHealth(): int
+getEnemyAttackDamage(): int
+getName(): String
```

```
Player:

-playerHealth:int
-AttackDamage:int
numHealthPotions:int
CRITICAL_HIT_CHANCE: int

+heal(): void
+isDropped(): boolean
+getPlayerHealth():int
+setPlayerHealth():void
+getAttackDamage():int
+getNumHealthPotions():int
+getCRITICAL_HIT_CHANCE(): int
```