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| **Game** |
| characterList : CharacterVector |
| getCharacters() : void  getCharactersByRace() : void  getCharactersBySpeed() : void  getCharactersByHair() : void  populateCharacters(string filename) : void |

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| **Character** |
| name : string  weight : double  speed : string  hairLength : int  race : string |
| print() : void |

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| **CharacterFactory** |
| createCharacter(string line) : Character\*  getAttributes(string line) : vector<string> |

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| **SmallCharacter** |
| hasGun : bool |
| print() : void |

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| **MediumCharacter** |
| weapon : string |
| print() : void |

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| **LargeCharacter** |
| skill : string |
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| **SmallCharacterFactory** |
| createCharacter() : Character\* |

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| **MediumCharacterFactory** |
| createCharacter() : Character\* |

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| **LargeCharacterFactory** |
| createCharacter() : Character\*  getAttributes() : void |