

Creature
+ name: String +description: String +sign: String ?
+ Die(): String + Win(): String + ThrowSign(): String +isTied(String playerSign, String enemySign): boolean

Boombas
+ field: type
+ method(type): type

Chainchew
+ field: type
+ method(type): type

AxeBrother
+ field: type
+ method(type): type

Trouser
+ field: type
+ method(type): type

Player
- name: String - sign: String -description: String
+ Tied(): String + ThrowSign(String str): String + GenerateDescription: void

Driver
+ victoryCounter: int +lostCounter: int
+start(): void +endGame(): void