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| ArenaInterface |
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| + ArenaInterface()  + *addFighter(info:string):bool*  + *removeFighter(name:string):bool*  + *getFighter(name:string):FighterInterface\**  + *getSize():int* |

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| FighterInterface |
| + ROBOT\_ABILITY\_COST:int  + CLERIC\_ABILITY\_COST:int |
| + FighterInterface()  + *getName():string*  + *getMaximumHP():int*  + *getCurrentHP():int*  + *getStrength():int*  + *getSpeed():int*  + *getMagic():int*  + *getDamage():int*  + *takeDamage(damage:int):void*  + *reset():void*  + *regenerate():void*  + *useAbility():bool* |

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| Arena |
| # fighterList:vector<FighterInterface> |
| + Arena()  + addFighter(info:string):bool  + removeFighter(name:string):bool  + getFighter(name:string):FighterInterface\*  + getSize():int |

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| Fighter |
| # name:string  # maxHP:int  # currentHP:int  # strength:int  # speed:int  # mage:int |
| + Fighter(name:string, maxHP:int, strength:int, speed:int, mage:int)  + getName():string  + getMaximumHP():int  + getCurrentHP():int  + getStrength():int  + getSpeed():int  + getMagic():int  + *getDamage():int*  + takeDamage(damage:int):void  + *reset():void*  + regenerate():void |

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| Archer |
| # originalSpeed:int |
| + Archer(name:string, maxHP:int, strength:int, speed:int, mage:int)  + getDamage():int  + reset():void  + useAbility():bool |

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| Robot |
| # maxEnergy:int  # currentEnergy:int  # bonusDamage:int |
| + Robot(name:string, maxHP:int, strength:int, speed:int, mage:int)  + getDamage():int  + reset():void  + useAbility():bool |

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| --- |
| Cleric |
| # currentMana:int  # maxMana:int |
| + Cleric(name:string, maxHP:int, strength:int, speed:int, mage:int)  + regenerate():void  + getDamage():int  + reset():void  + useAbility():bool |