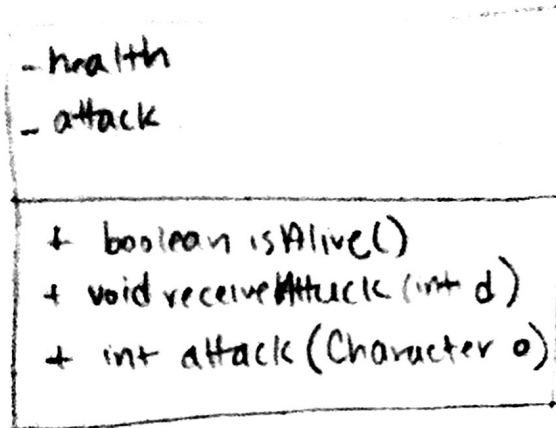


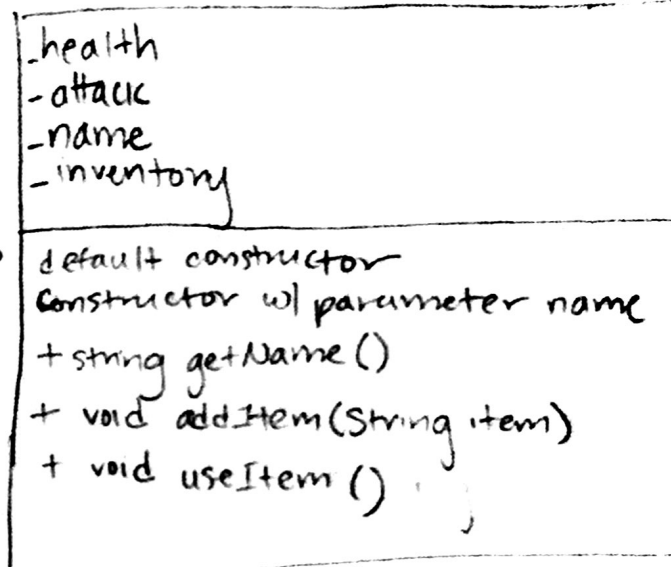
(Subjected to change)

Character

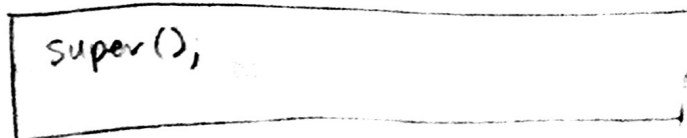


⇒ also getHealth and getAttack

Hero

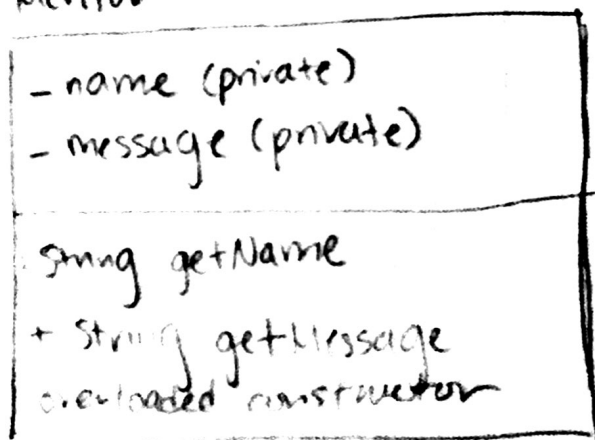


Monster



↳ w/ further subclasses that has individual traits of new monsters

Mentor



Maze

char[][] _maze

int h, w

- + String askDirection()
- + void monster Encounter(
monster type)
- + void mentor Encounter(
mentor type)

⇒ also fight(Hero player, Monster mob)
(in maze or GAME)

GAME

Hero player

- + String Heroname(str response)
- + String starting (str response)
- + String startGame()