Characte	/		
-hralth - attack		The state of the s	
+ void v	an is Alive() receive Mituele (int d) attack (Character o	also getteath a	end getAttack
The state of the s	Hero		
	- attack -name -inventore	1	
	+ string ge	r wl parameter nam	c
# · ·	Monster		·
	Super();	8.1	
Mentor		How further has individue marsters	subclasses that Il traits of new
- name (private) - message (prive	He)		
+ string gethers			

t String ask Direction() + void monster Encounter (monster type)

+ void mentor Encounter (mentor type also fight (Hew player, Monster mob)

(in mate or GAME)

GAME

Hero player

+ String Heroname(str response)

+ String starting (str response)

+ String start Game()