|  |
| --- |
| Being |
| -Health: int  -stamina: int  -strength: int |

|  |
| --- |
| Dragon |
| -health: int  -strength: int  -breatheFire: int |
| +breatheFireAttack(Hero h, Dungeon d)  + emotoconDragon() |

|  |
| --- |
| Dungeon |
| +heroSpot: int |
| +CreateDungeon(Monster M, Hero h, Trapped Treasure t, Potions p, Dragon, D)  +moveHero(int x, TrappedTreasure t, Hero h, Potions p, Dragon d, Monster m)  +selectDifficulty(Monster m, TrappedTreasure t, Potions p, Dragon d)  +titleEmoto() |

|  |
| --- |
| Test |
| +dungeon: Object[] |
| +main(String[] args) |

|  |
| --- |
| Monster |
| -strength: int  -health: int  -name: String |
| +monsterEncounter(Hero h, Dungeon d)  +monsterEmoto() |

|  |
| --- |
| Potions |
| +restore: int |
| +encounterPotion(Hero h, Dungeon d)  +potionEmoto() |

|  |
| --- |
| Hero |
| +strength: int  +health: int  +name: String |
| +attack(Monster m)  +getHealth()  +emtoHero() |

|  |
| --- |
| TrappedTreasure |
| +name:String |
| +encounterChest(Hero h, Dungeon d)  +treasureEmoto() |