**OVERWORLD**

**Character**

* Base Stats
* Equipment
* **PlanetOn**

**Player *extends Character***

* TeamIn
* **Rank Points**
* **<Flag> PvP/PvE**

**Bot *extends Character***

* -

**Team**

* Team Common Characteristics
* <Contains> **Character(s)**
* **<Flag>** Bonuses from Final Match
* <Contains> **TeamPlanet**

**Environment**

* Background
* **Constructor**: Enviroment(String type) – if type=grass ….

**Planet**

* <Contains> **Environment**
* PlanetName

**TeamPlanet *extends* Planet**

* -

**DoomPlanet *extends* Planet**

* DoomBackground
* **…**

**<Abstract> Rank**

* setVisuals();
* **other rank differentiators**

**Bronze *implements* Rank**

* …

**Silver *implements* Rank**

* …

**Gold *implements* Rank**

* …

**Dawnbringer *implements* Rank**

* …

**COMBAT**

**Opponent**

* <Contains> **Character**

**Battle**

* <Contains> 2 **Opponent**s
* <Contains> Environment
* <**Flag>** PvP/PvE
  + runBattle(Opponent o1, Opponent o2); -> returns Opponent winner;
  + givePoints(Opponent winner);
  + calculateBonus(Opponent winner, flag);