

Class Diagram

GameCharacters

defense: int

damage_type: str

• attack power: int

- name: str
- level: int
- health: int
- mana: int
- show_stats()
- move()
- attack()
- defend()
- perform_special() [abstract]
- character_type() [abstract]

Tank shield cc_reduction block()gain_shield() Assassin crit_ratecrit_damage sneak()vanish() Fighter ragelife_steal combo()throw() Mage magic_crit • mana_regen cast()burst() Marksman rangepenetration shoot() snipe() Support healingbuff_rate heal()boost()