Object

- damage: int

+ Attack(force: int): void

Beans

Lightsaber

Player1

- name: string

- hp: int

- height: int

-fightingStyle: string

+Punch(force: int): void

+ TakeDamage(hp: int): void

+ BeanAttack(force:int): void

+ GiveBeans(quantity: int): void

+ PickupBeans(quantity: int): void

+ LightsaberAttack(force:int): void

Enemy

- name: string

- hp: int

+Punch(force: int): void

+Attack(force: int): void

+ PickupBeans(quantity: int): void

+ TakeDamage(hp: int): void