

+run(): void

loyal.Battle.Characters::PlayingCharacter -targets: ArrayList<PlayingCharacter> -actions: ArrayList<CharacterAction> -currentAction: CharacterAction -allies: ArrayList<PlayingCharacter> #state: State -type: CharacterType +PlayingCharacter(String name, CharacterType type): ctor +getState(): State +setState(State state): void +getTargets(): ArrayList<PlayingCharacter> +setTargets(ArrayList<PlayingCharacter> targets): void +getActions(): ArrayList<CharacterAction> +addAction(CharacterAction action): void +removeActions(ArrayList<CharacterAction> removedActions): void +setAction(CharacterAction action): void +getType(): CharacterType +getAllies(): ArrayList<PlayingCharacter> +compareTo(PlayingCharacter pi): int +getCharacterType(): CharacterType +setType(CharacterType type): void +getName(): String +getTartgets(): ArrayList<PlayingCharacter> +isDead(): boolean