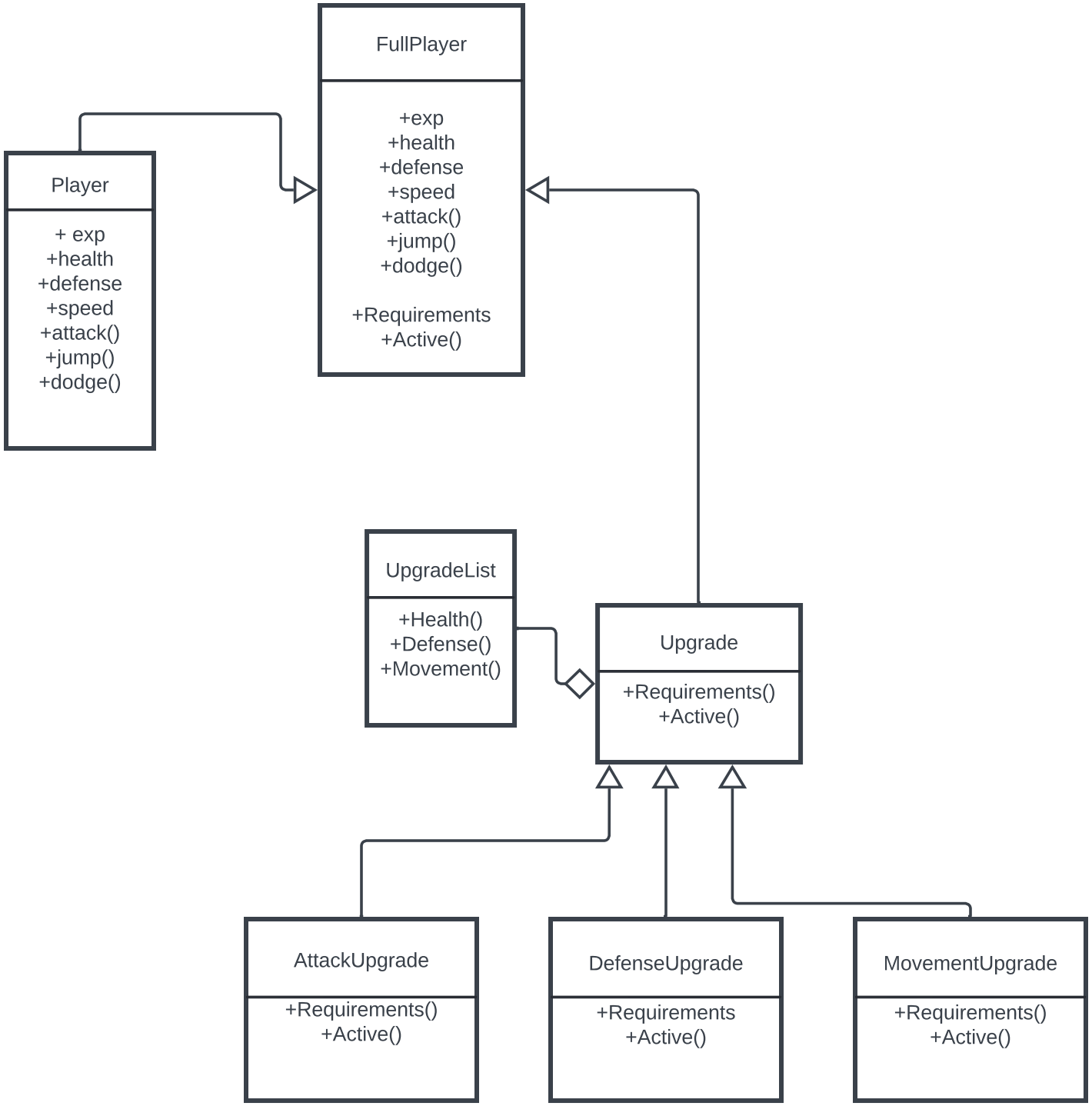
FullPlayer
+exp
+health
+defense
+speed
+attack()
+jump()
+dodge()
+Requirements
+Active()
Player
+ exp
+health
+defense
+speed
+attack()
+jump()
+dodge()
UpgradeList
+Health()
+Defense()
+Movement()
Upgrade
+Requirements()
+Active()
AttackUpgrade
+Requirements()
+Active()
DefenseUpgrade
+Requirements
+Active()
MovementUpgrade
+Requirements()
+Active()