























		FallenCharacterHandler	
		controller	GameController
		characterDefeatedEvent	PropertyChangeSupport
		FallenCharacterHandler(GameController, PropertyChangeListener)	
		propertyChange(PropertyChangeEvent)	void

		CharacterReadyInQueueHandler	
		controller	GameController
		CharacterReadyInQueueHandler(GameController)	
		propertyChange(PropertyChangeEvent)	void

		EndGameHandler	
		controller	GameController
		EndGameHandler(GameController)	
		propertyChange(PropertyChangeEvent)	void

		FallenCharacterHandlerTest	
		gameController	GameController
		eventListenerTest()	void