

I	IPlayerCharacter	
m	equip(GenericWeapon)	void
m	heal(int)	void
p	equippedWeapon	GenericWeapon
p	characterClass	AbstractCharacterClass



C	PlayerCharacter	
m	PlayerCharacter(BlockingQueue<ICharacter>, String, int, int, int, AbstractCharacterClass)	
m	waitTurn()	void
m	attack(ICharacter)	void
m	heal(int)	void
m	equip(GenericWeapon)	void
m	equals(Object)	boolean
m	hashCode()	int
p	equippedWeapon	GenericWeapon
p	characterClass	AbstractCharacterClass
p	weight	double

C	PlayerCharacterTest	
f	turns	BlockingQueue<ICharacter>
f	testCharacters	List<PlayerCharacter>
f	testWeapon	GenericWeapon
m	setUp()	void
m	waitTurnTest()	void
m	attack()	void
m	heal()	void
m	getWeight()	void
m	testEquip()	void
m	testAddStatus()	void
m	testEquals()	void
m	testHashCode()	void

P	Package CharacterClass
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