IStatus

ⓜ 🔒 effect(ICharacter)	void
ⓜ 🔒 disable_effect(ICharacter)	void
ⓜ 🔒 almostEquals(IStatus)	boolean
ⓜ 🔒 greaterThan(IStatus)	boolean
ⓟ poisonedStatus	boolean
ⓟ paralyzedStatus	boolean
ⓟ burnedStatus	boolean

AbstractStatus

ⓜ 🔒 effect(ICharacter)	void
ⓜ 🔒 disable_effect(ICharacter)	void
ⓜ 🔒 almostEquals(IStatus)	boolean
ⓜ 🔒 greaterThan(IStatus)	boolean
ⓟ poisonedStatus	boolean
ⓟ paralyzedStatus	boolean
ⓟ burnedStatus	boolean

ParalyzedTest

ⓕ 🔒 paralyzedTest	Paralyzed
ⓕ 🔒 turns	BlockingQueue<ICharacter>
ⓜ setUp()	void
ⓜ 🔒 testEffect()	void
ⓜ 🔒 testAlmostEquals()	void
ⓜ 🔒 testGreaterThan()	void
ⓜ 🔒 testEquals()	void
ⓜ 🔒 testHashCode()	void

Burned

ⓕ 🔒 magic_damage	int
ⓜ 🔒 Burned(int)	
ⓜ 🔒 effect(ICharacter)	void
ⓜ 🔒 disable_effect(ICharacter)	void
ⓜ 🔒 almostEquals(IStatus)	boolean
ⓜ 🔒 greaterThan(IStatus)	boolean
ⓜ 🔒 equals(Object)	boolean
ⓜ 🔒 hashCode()	int
ⓟ burnedStatus	boolean

Poisoned

ⓕ 🔒 magic_damage	int
ⓜ 🔒 Poisoned(int)	
ⓜ 🔒 effect(ICharacter)	void
ⓜ 🔒 disable_effect(ICharacter)	void
ⓜ 🔒 almostEquals(IStatus)	boolean
ⓜ 🔒 greaterThan(IStatus)	boolean
ⓜ 🔒 equals(Object)	boolean
ⓜ 🔒 hashCode()	int
ⓟ poisonedStatus	boolean

Paralyzed

ⓕ 🔒 turns_to_disappear	int
ⓜ 🔒 Paralyzed()	
ⓜ 🔒 effect(ICharacter)	void
ⓜ 🔒 disable_effect(ICharacter)	void
ⓜ 🔒 almostEquals(IStatus)	boolean
ⓜ 🔒 greaterThan(IStatus)	boolean
ⓜ 🔒 equals(Object)	boolean
ⓜ 🔒 hashCode()	int
ⓟ paralyzedStatus	boolean

BurnedTest

ⓕ 🔒 burnedTest	Burned
ⓕ 🔒 magic_damage	int
ⓕ 🔒 turns	BlockingQueue<ICharacter>
ⓜ setUp()	void
ⓜ 🔒 testEffect()	void
ⓜ 🔒 testAlmostEquals()	void
ⓜ 🔒 testEquals()	void
ⓜ 🔒 testHashCode()	void

PoisonedTest

ⓕ 🔒 poisonedTest	Poisoned
ⓕ 🔒 magic_damage	int
ⓕ 🔒 turns	BlockingQueue<ICharacter>
ⓜ setUp()	void
ⓜ 🔒 testEffect()	void
ⓜ 🔒 testAlmostEquals()	void
ⓜ 🔒 testEquals()	void
ⓜ 🔒 testHashCode()	void