IEnemyFactory (interface)

- createEnemy(Random) : Enemy

EnemyFactory (class)

- turnsQueue : BlockingQueue<ICharacter>
- EnemyFactory(BlockingQueue<ICharacter>)
- createEnemy(Random) : Enemy
- createSlime() : Enemy
- createSkeleton() : Enemy
- createDarkKnight() : Enemy
- createDragon() : Enemy

Enemy (class)

- attack_damage : int
- Enemy(BlockingQueue<ICharacter>, String, int, int, int, double)
- waitTurn() : void
- attack(ICharacter) : void
- equals(Object) : boolean
- hashCode() : int
- playable : boolean
- weight : double

EnemyTest (class)

- setUp() : void
- checkConstructor() : void
- waitTurnTest() : void
- damageTest() : void
- attack() : void
- testEquals() : void
- testHashCode() : void

EnemyFactoryTest (class)

- turnsQueue : BlockingQueue<ICharacter>
- enemyFactory : EnemyFactory
- enemyCreationTest() : void