





























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

		CharacterReadyInQueueHandler	
		controller	IGameController
		CharacterReadyInQueueHandler(IGameController)	
		propertyChange(PropertyChangeEvent)	void

		EndGameHandler	
		controller	IGameController
		EndGameHandler(IGameController)	
		propertyChange(PropertyChangeEvent)	void

		FallenCharacterHandlerTest	
		gameController	GameController
		eventListenerTest()	void