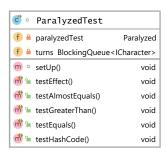


testHashCode()

void



c •	BurnedTest	
f 🖺	burnedTest	Burned
°f ≜	magic_damage	int
f A	turns BlockingQueue <icharacter></icharacter>	
m °	setUp()	void
₩ 1	testEffect()	void
m •	testAlmostEquals()	void
m •	testEquals()	void
m •	testHashCode()	void