

I		
C L	Enemy	
f A	attack_damage	int
m & Enemy(BlockingQueue <icharacter>, String, int, int, int, double)</icharacter>		
m 1	waitTurn()	void
m 1	attack(ICharacter)	void
m 1	equals(Object)	boolean
m 1	hashCode()	int
<b>p</b> weight		double
P playable		boolean

c° °	EnemyTest	
m •	setUp()	void
m 1	checkConstructor()	void
m 1	waitTurnTest()	void
m 1	damageTest()	void
m 1	attack()	void
m 1	testEquals()	void
<b>m</b> •	testHashCode()	void

<b>C</b> •	EnemyFactoryTest	
f A	turnsQueue BlockingQueue < ICharacter >	
f o	enemyFactory	EnemyFactory
<b>m</b> •	enemyCreationTest()	void