

<b>c</b> •	BurnedTest		
f A	burnedTest	Burned	
f A	magic_damage	int	
f A	turns BlockingQueue <icharacter></icharacter>		
m •	setUp()	void	
<b>m</b> •	testEffect()	void	
<b>m</b> •	testEquals()	void	
<b>m</b> •	testHashCode()	void	

<b>c</b> •	PoisonedTest	
f A	poisonedTest	Poisoned
f A	magic_damage	int
f A turns BlockingQueue < ICharacter >		
m °	setUp()	void
<b>₼</b>	testEffect()	void
<b>₼</b>	testEquals()	void
<b>₼</b>	testHashCode()	void



