

<<interface>> Player

- +int calculateHealth();
- +int calculateHealth();
- +int calculateAvoidanceAbility();
- +int calculatePotentialStrikingDamage();
- +int calcualteActualDamage();
- +int Attack(Player);
- + int changeHealth(int actualDamage);
- +int setAvoidanceAbility();
- +int updateAvoidanceAbility();