

## Agent

- agentName : String  
- abilities : ArrayList<String>  
- role : String  
- releasePatch : double  
- agentImage : Image

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+ <<get/set>>  
+ addAbility(String)  
+ getValidRoles()  
+ getValidAgents()



## Game

- currentPatch: double  
- agents: ArrayList<Agent>

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+ <<get/set>>  
+ addAgent(agent)