



health: int
maxHealth: int
armor: int
attack: int

creature()
creature(String,int,int,int,int)
getName():String
setName(String):void
getHealth():int
setHealth(int):void
getMaxHealth():int
setMaxHealth(int):void
getArmor():int
setArmor(int):void
getAttack():int
setAttack(int):void
attack(creature):void

