VendorWar.java

main

Match

- fighter1: Fighter()
- fighter2: Fighter()
- roundNum: int
- fighterTurn: int
- matchWinner: int
- fighter1Health: int
- fighter2Health: int

+ showFighters()
+ chooseFirstAttacher: int
+ playRound()
+ playMatch()
+ getMatchWinner: int

Fighter

- vendor: String
- health: int
- damage: int
- attacks: int
- dodge: int
- critical: int
- initiative: int

+ setVendor(String)
+ getVendor(): String
+ setHealth(int)
+ getHealth(): int
+ setDamage(int)
+ getDamage(): int
+ setAttacks(int)
+ getAttacks(): int
+ setDodge(int)
+ getDodge(): int
+ setCritical(int)
+ getCritical(): int
+ setInitiative(int)
+ getInitiative(): int
+ toString(String)