Alchemist  
--------------  
- attack: int  
- strength: int  
- defense: int  
- magic: int  
- ranged: int  
- necromancy: int  
- laboratory: Laboratory  
- recipes: {}  
----------------  
+ getLaboratory(): Laboratory  
+ getRecipes(): {}  
+ mixPotion(recipe:str)  
+ drinkPotion(potion: Potion): str  
+ collectReagent(reagent: Reagent, amount: int)  
+ refineReagents()

Laboratory   
-----------------  
- potions: Potion[]  
- herbs: Herb[]  
- catalysts: Catalyst[]  
------------------------  
+ mixPotion(name: str, type: str, stat: str, primaryIngredient: str, secondaryIngredient:str)  
+ addReagent(reagent: Reagent, amount: int)  
+ grabReagent(name: str)  
+ cleanHerbs()  
+ refineCatalysts()

Composition relation – 1 Laboratory is owned by 1 Alchemist

*Potion*  
------------  
- name: str  
- stat: str  
- boost: float  
-------------  
+ calculateBoost()  
+ getName(): str  
+ getStat(): str  
+ getBoost(): float  
+ setBoost(boost: float)

Aggregation relation – 0..\* Potion stored in 1 Laboratory

SuperPotion  
-----------------  
- herb: Herb  
- catalyst: Catalyst  
-------------------------  
+ calculateBoost(): float  
+ getHerb(): Herb  
+ getCatalyst(): Catalyst

ExtremePotion  
---------------------  
- reagent: Reagent  
- potion: Potion  
--------------------------  
+ calculateBoost(): float  
+ getReagent(): Reagent  
+ getPotion(): Potion

SuperPotion and ExtremePotion classes are both inherited from *Potion*

*Reagent*--------------  
- name: str  
- potency: float  
---------------------  
+ refine()  
+ getName(): str  
+ getPotency(): float  
+ setPotency(boost: float)

Aggregation relation – 0..\* Reagent stored in 1 Laboratory

Herb  
------------  
- grimy = True  
-------------------  
+ refine(): str  
+ getGrimy(): bool  
+ setGrimy(grimy: bool): bool

Catalyst  
-------------  
- quality: float  
------------------  
+ refine(): str  
+ getQuality(): float

Herb and Catalyst classes are both inherited from *Reagent*

appropriate to the given method.