

Stats

- playerStartHP: int

- playerOneCD: int

- playerOneHealprcnt: int

- playerTwoCD: int

- playerTwoDmgpercent: int

- playerThreeCD: int

- playerThreeShield: int

- playerFourCD: int

- playerFourIncreaseHP: int

- playerMinDamage1: int

- playerMinDamage2: int

- enemyOneCD: int

- enemyOneHealprcnt: int

- enemyTwoCD: int

- enemyTwoDmgpercent: int

- enemyThreeCD: int

- enemyThreeShield: int

- enemyFourCD: int

- enemyFourCDReduction: int

- enemyCalmDmgpercent: int

- enemyRageDmgpercent: int

- enemyAltDamage: int

- enemyRageHealth: int

- enemyMinDmgTaken: int

- stats: Stats

c Stats()  
# getPlayerStartHP(): int  
# getPlayerOneCD(): int  
# getPlayerOneHealprcnt(): int  
# getPlayerTwoCD(): int  
# getPlayerTwoDmgpercent(): int  
# getPlayerThreeCD(): int  
# getPlayerThreeShield(): int  
# getPlayerFourCD(): int  
# getPlayerFourIncreaseHP(): int  
# getPlayerMinDamage1(): int  
# getPlayerMindDamage2(): int  
# getEnemyOneCD(): int  
# getEnemyOneHealprcnt(): int  
# getEnemyTwoCD(): int  
# getEnemyTwoDmgpercent(): int  
# getEnemyThreeCD(): int  
# getEnemyThreeShield(): int  
# getEnemyFourCD(): int  
# getEnemyFourCDReduction(): int  
# getEnemyCalmDmgpercent(): int  
# getEnemyRageDmgpercent(): int  
# getEnemyAltDamage(): int  
# getEnemyRageHealth(): int  
# getEnemyMinDmgTaken(): int

Useful

- useful: Useful

c Useful()  
+ percentageRounded(number: int, percentage: int): int  
+ divisionRounded(number: int, divisor: int): int  
+ round(number: float): float  
+ floatToInt(number: float): int  
+ intToFloat(number: int): float  
+ isDividable(number: int, divisor: int): boolean  
+ containsStrings(value: String, container: String[]): boolean

