

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

