board
- -unsigned int X
- -unsigned int Y
- -int CurrentState

- +board()
- +board(x, y)
- +~board()
- +Board(board orig)
- +operator=()
- +void BoardInitialization()
- +void SetPlace(x, y)
- +void SetItem(x, y)
- +void NextPlace(x, y)
- +unsigned int BoardLook(x, y)

enemy
- -character Type

- +enemy()
- +enemy(charcter choose)
- +~enemy()
- +int attack()
- +void Defence(int a)
- +void OrcAlter(int a)
- +void Print()
- +character getEnemy()
- +void setEnemy()

player
- -int GoldNum
- -int LifeNumber
- -int StrengthNumber
- -Charactor PlayerType
- -inventory PlayerArmour
- -inventory PlayerShield
- -inventory PlayerWeapon
- -inventory PlayerRing

- +Player()
- +player(character choose)
- +player()
- +bool PickUpIventory(inventory a, inventory b)
- +void PickUpAddAttributes(inventory a)
- +void DropInventory(inventory a, int b)
- +void DropSubAttributes(inventory a)
- +DropSubAttributes(inventory a)
- +void GoldAdd(int a)
- +int Attack()
- +void defence(int a)
- +void OrcAlter(int a)
- +void PlayerListPrint()

inventory
- +string type
- +int SubStrength
- +intt AddAttack
- +int SubAttack
- +int AddDefence
- +int SubDefence
- +int AddHealth
- +int SubHealth
- +int AddStrength

character
- +string type
- +int attackValue
- +double AttackChance
- +int DefenceValue
- +double DefenceChance
- +int health
- +int strength

Figure 1 Class Structure