"interface"
ICharacterBuilder

+ SetName(string) : ICharacterBuilder

+ SetBody(string): ICharacterBuilder

+ SetHairColor(string): ICharacterBuilder

+ SetEyeColor(string): ICharacterBuilder

+ AddItem(string): ICharacterBuilder

+ AddAction(string): ICharacterBuilder

+ Build(): GameCharacter

Concrete
EnemyBuilder

- character: GameCharacter

+ SetName(string) : ICharacterBuilder

+ SetBody(string): ICharacterBuilder

+ SetHairColor(string): ICharacterBuilder

+ SetEyeColor(string): ICharacterBuilder

+ AddItem(string): ICharacterBuilder

+ AddAction(string): ICharacterBuilder

+ Build(): GameCharacter

Concrete
HeroBuilder

- character: GameCharacter

+ SetName(string) : ICharacterBuilder

+ SetBody(string): ICharacterBuilder

+ SetHairColor(string): ICharacterBuilder

+ SetEyeColor(string): ICharacterBuilder

+ AddItem(string): ICharacterBuilder

+ AddAction(string): ICharacterBuilder

+ Build(): GameCharacter

GameCharacter

- Name: string

- BodyType: string

- HairColor: string

- EyeColor: string

- Inventory: List<string>

- Actions: List<string>

+ Show(): void