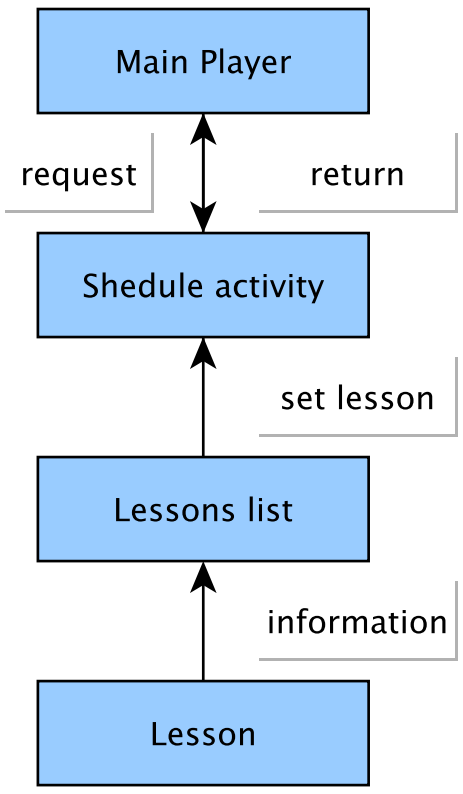
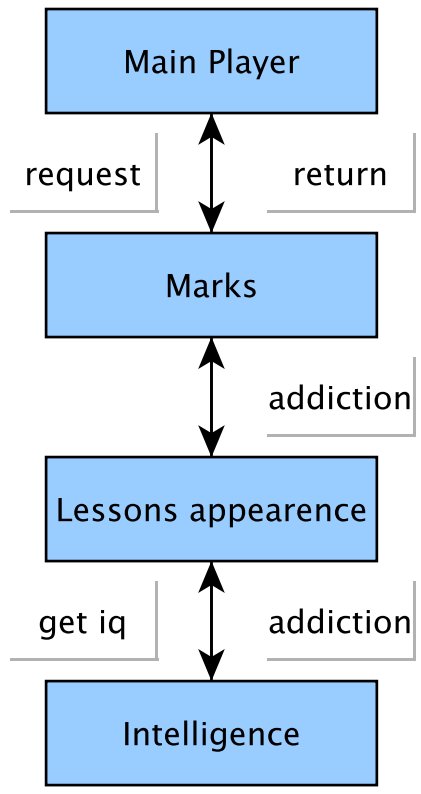
Object Diagrams

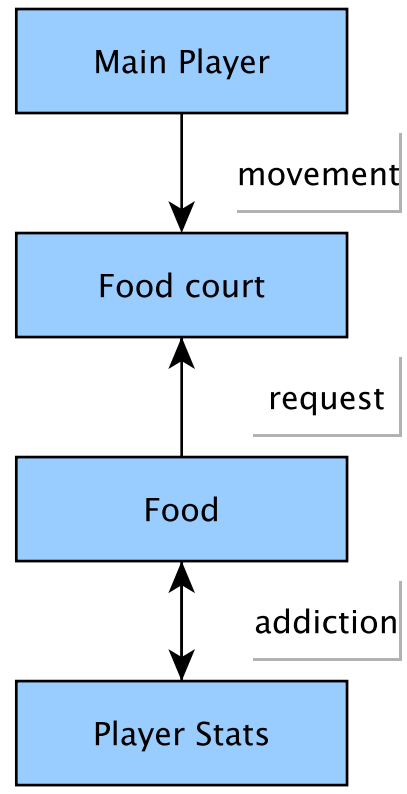
1



2



3



Components

Regenerate()	After action hp increases
LoseHP()	After action hp decreases
GetStudy()	if the lesson was visited
NoVisitLesson()	if the lesson was not visited
Reading()	an additional way of getting intelligence
GetMark()	if the task was done
GetPoints()	if the task was done
GetMood()	a way of getting + or – to mood
GetFood()	if the lesson was visited
GetMarks()	if the lesson was visited