Monster

- clanAffiliation: String
- ferocity: int
- defense: int
- magic: int
- treasure: int
- health: int

+ Monsters (clanAffiliation: String, ferocity: int, defense: int, magic: int, treasure: int, health: int)
+ Monster (clanAffiliation: String)
+ getClanAffiliation(): String
+ getFerocity(): int
+ setFerocity(ferocity: int): void
+ getDefense(): int
+setDefense(defense: int): void
+getMagic(): int
+setMagic(magic: int): void
+ getTreasure(): int
+setTreasure(treasure: int): void
+ getHealth(health: int): void
+ setHealth (health: int): void
+ attack (opponent: Monster): void
+ calculateAttackScore(): double
+ rest(): void
+ getName(): String
+ calculateDefense(): double
+ isDefeated(): boolean
+ toString(): String

Orc   Manticore

- isWarlord: boolean
- leadershipRating: int
- infantryList: List<Infantry>

+ Orc (clanAffiliation: String, ferocity: int, defense: int, magic: int, isWarlord: boolean, leadership: int, health: int)
+ Orc (clanAffiliation: String: isWarlord: boolean)
+ getLeadership(): int
+ setLeadershipRating (leadershipRating: int): void
+ isWarlord(): boolean
+ setWarlord (isWarlord: boolean): void
+ addInfantry (Infantry: infantry): void
+ removeInfantry (Infantry: infantry): void
+ isDefeated(): boolean
+ calculateDefenseScore(): double
+ getMaxHealth(): int
+ rest(): void
+ attack (opponent: Monster): void
+ calculateAttackScore(): double
+ toString(): String

Goblin   Infantry

- enemy: Goblin

+ Goblin (clanAffiliation: String, ferocity: int, defense: int, magic: int, enemy: Goblin health: int)
+ getEnemy(): Goblin
+ setEnemy(Goblin Enemy): void
+ calculateAttackScore(): double
+ attack (opponent: Monster): void
+ isDefeated(): boolean
+ calculateDefenseScore(): double
+ getMaxHealth(): int
+ getName(): String
+ rest(): void
+ toString(): String