UserInterface

+ bool quitGame

+ virtual UserInterface * render()=0

+ virtual ~UserInterface()

UIWithPlayer

Player player

+ UIWithPlayer()

+ UIWithPlayer(Player player)

Battle

- Entity enemy

- bool didIntro

- int rewardMoney

- function< UserInterface *(Player)> onWin

- function< UserInterface *(Player)
  > onLose

+ Battle(Player player, Entity
  enemy, int reward, function
  < UserInterface *(Player)> winCallback,
  function< UserInterface *(Player)>
  loseCallback)

+ UserInterface * render() override