Health Stats + int current + int atk + int max + int def + Health(int current, int max) + Stats(int atk, int def) #health #stats **Entity** # string name + Entity(int health, string name, int atk, int def) + virtual ~Entity() + void attack(Entity &target, int extraDmg=0) + int getHealth() + int getMaxHealth() + bool isFullHealth() + void fullyHeal() + bool isAlive() + void heal(int amount) + void kill() and 6 more...