

- handGearList: List<Clothing> - jewelryList: List<Clothing>

+ createCharacter(name: String, desc String, attack: int, defense: int): boolean

+ predictBattle(character1: Character, character2: Character): String

+ rematch(character1: Character, character2: Character): String

+ createHeadGear(name: String, desc: String, power: int, cursed: boolean, maxUse: int): boolean

+ createFootwear(name: String, desc: String, power: int, cursed: boolean, maxUse: int): boolean

+ createHandGear(name: String, desc: String, mode: Mode, power: int, cursed: boolean,

+ createJewelry(name: String, desc: String, mode: Mode, power: int, cursed: boolean,

- chestList: List<Clothing>

maxUse: int): boolean

maxUse: int): boolean

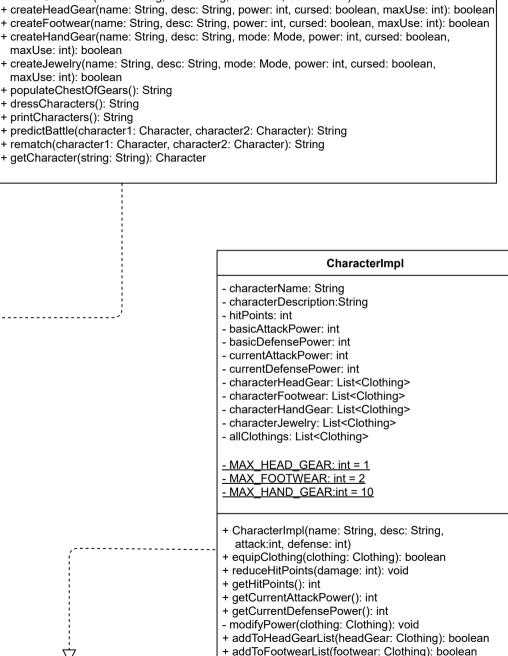
+ printCharacters(): String

+ populateChestOfGears(): String + dressCharacters(): String

+ getCharacter(string: String): Character

- random: Random

+ GameImpl()



+ attack(): void

<<Interface>>

Character

+ addToHandGearList(handGear: Clothing): boolean

+ addToJewelryList(jewelry: Clothing): boolean

<<Interface>>

Game

