Character

- maxHealth: int
- health: int
- mana: int
- maxMana: int
- baseDamage: int
- name: String
- items: ArrayList<Consumables>
- turnsVulnerable: int
- turnsInvisible: int
- turnsStunned: int
- tempDamageBuff: double

+ Character(String, int, int, int)
+ toString(): String
+ getName(): String
+ getHealth(): int
+ getMaxHealth(): int
+ getMana(): int
+ getMaxMana(): int
+ getBaseDamage(): int
+ isAlive(): boolean
+ takeTurn(Character): void
+ attack(Character): void
+ defend(Character): void
+ modifyHealth(int): void
+ setAsVulnerable(int): void
+ isVulnerable(): boolean
+ decreaseTurnsVulnerable(): void
+ setAsInvincible(int): void
+ isInvincible(): boolean
+ decreaseTurnsInvincible(): void
+ setAsStunned(int): void
+ isStunned(): boolean
+ decreaseTurnsStunned(): void
+ setTempDamageBuff(double): void
+ obtain(Consumable): void
+ useItem(Character, Character): void
+ hasItems(): boolean

NPC

+ NPC(Charatcer, int, int, int)
+ takeTurn(Character): void

<<Interface>> Consumable

+ consume(Character)

HealingPotion

+ consume(Character): void
+ calculateHealing(): int

Player

+ Player(String, int, int, int)
+ takeTurn(Character)

Game

in: Scanner
+ rand: Random
- player: Player

+ createPlayer(): void
+ enterCombat(NPC): void