Character

#alive: boolean
#level: int
#type: int
#gold: int
#hp: int[]
#mp: int[]
#stats: int[]
#equipment: Item[]
#inventory: ArrayList<Item>
#allies: ArrayList<Hero>
#screenPosition: int[]
#spriteDimensions: int[]
#spriteActor: ImageView
#spriteSheet: Image
#name: String

+moveCharacter(m: KeyCode)
+getActor(): ImageView
+getName(): String
+setName(name: String)
+getLevel(): int
+setLevel(level: int)
+getStats(): int[]
+getStat(n: int[]): int
+getType(): int
+getGold(): int
+getAlive(): boolean
+kill()
+getHP: int[]

+setHP(n: int[])
+getMP(): int[]
+setMP(n: int[])
+heal(amt: int)
+damage(amt: int)
+equipItem(x: Item)
+getEquipped(): Item[]
+setEquipped(x: Item[])
+setEquipped(x: Item)
+unEquip(x: Item)
+getInventory(): ArrayList<Item>
+setInventory(n: ArrayList<Item>)
+modifyInventory(n: int, i: Item)
+toString(): string

Hero

-xp: int[]

+setupType()
+getExperience(): int[]
+toString(): String

Neutral

Enemy