

## EyeOfSauron

- + hobbits: int
- + elves: int
- + dwarves: int
- + men: int

+setEnemies(int, int, int, int): void

## «interface» Observer



## BadGuy

- + name: String + theEye: Observable + hobbits: int
- + elves: int + dwarves: int
- + men: int

update(Obsevable, String) + defeated(): Void