

<<Interface>> RPGCharacter

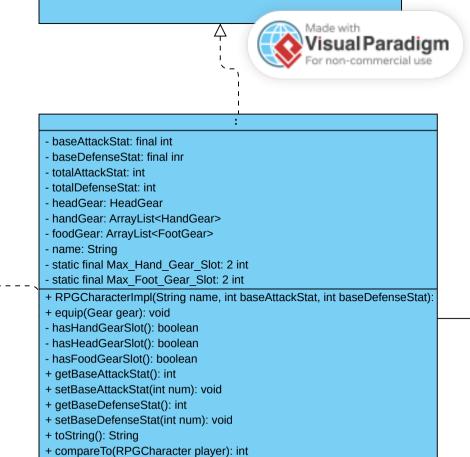
- + equip(Gear gear): void
- + getBaseAttackStat(): int
- + getBaseDefenseStat(): int
- hasHandGearSlot(): boolean
- hasFoodGearSlot(): boolean
- hasHeadGearSlot(): boolean
- + toString(): String
- + compareTo(RPGCharacter player): int
- + getName(): String
- + getTotalAttackStat(): int
- + getTotalDefenseStat(): int



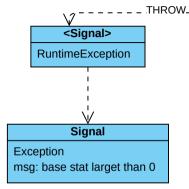
Battle

- final player1: RPGCharacter
- final player2: RPGCharacter
- final availableItems: List
- + Battle(RPGCharacter player1, RPGCharacter player2, List availableItems)
- + startBattle(): void
- pickItem(RPGCharacter player): void
- findbestItem(RPGCharacter Player): gear.
- -calculateDamage(RPGCharacter player1, RPGCharacter player2): int
- + getWinner(int dmg1, int dmg2): int





+ getName(): String + getTotalAttackStat(): int + getTotalDefenseStat(): int



+ He

+ cr

