

## **class: Player**

### **data members:**

MainWin win  
MiniMap playerMap  
PrintWriter pw  
BufferedReader br  
String type  
int posX  
int posY  
int attempts  
int successfuls  
int hp  
int energy  
boolean[] hasItems  
int strength  
boolean sentAttack

### **methods:**

abstract void run()  
abstract String showAttack()  
abstract void wasAttacked()  
abstract void attack()  
void updateEnergy()  
void updateX()  
void updateY()  
int getPosX()  
int getPosY()  
String getHealth()  
String getAttempts()  
boolean validMove()

## **class: Archer**

### **methods:**

String showAttack()  
void wasAttacked()  
void attack()  
void run()

## **class: Wizard**

### **methods:**

String showAttack()  
void wasAttacked()  
void attack()  
void run()

## **class: Gunner**

### **methods:**

String showAttack()  
void wasAttacked()  
void attack()  
void run()

## **class: Assassin**

### **methods:**

String showAttack()  
void wasAttacked()  
void attack()  
void run()