Character

_characterClass
_race
_id
_hp
_mana
_isDead
_raceVect
_sprite
_hitboxComponent
_movementComponent
_animationComponent

+ Character()
+ ~Character()
+ set_characterClass()
+ set_race()
+ set_hp()
+ set_mana()
+ set_isDead()
+ get_characterClass()
+ get_race()
+ get_hp()
and 18 more...

Enemy

_weapon

+ Enemy()
+ ~Enemy()
+ updateAttack()
+ updateAnimation()
+ update()
+ getIndex()
+ toString()