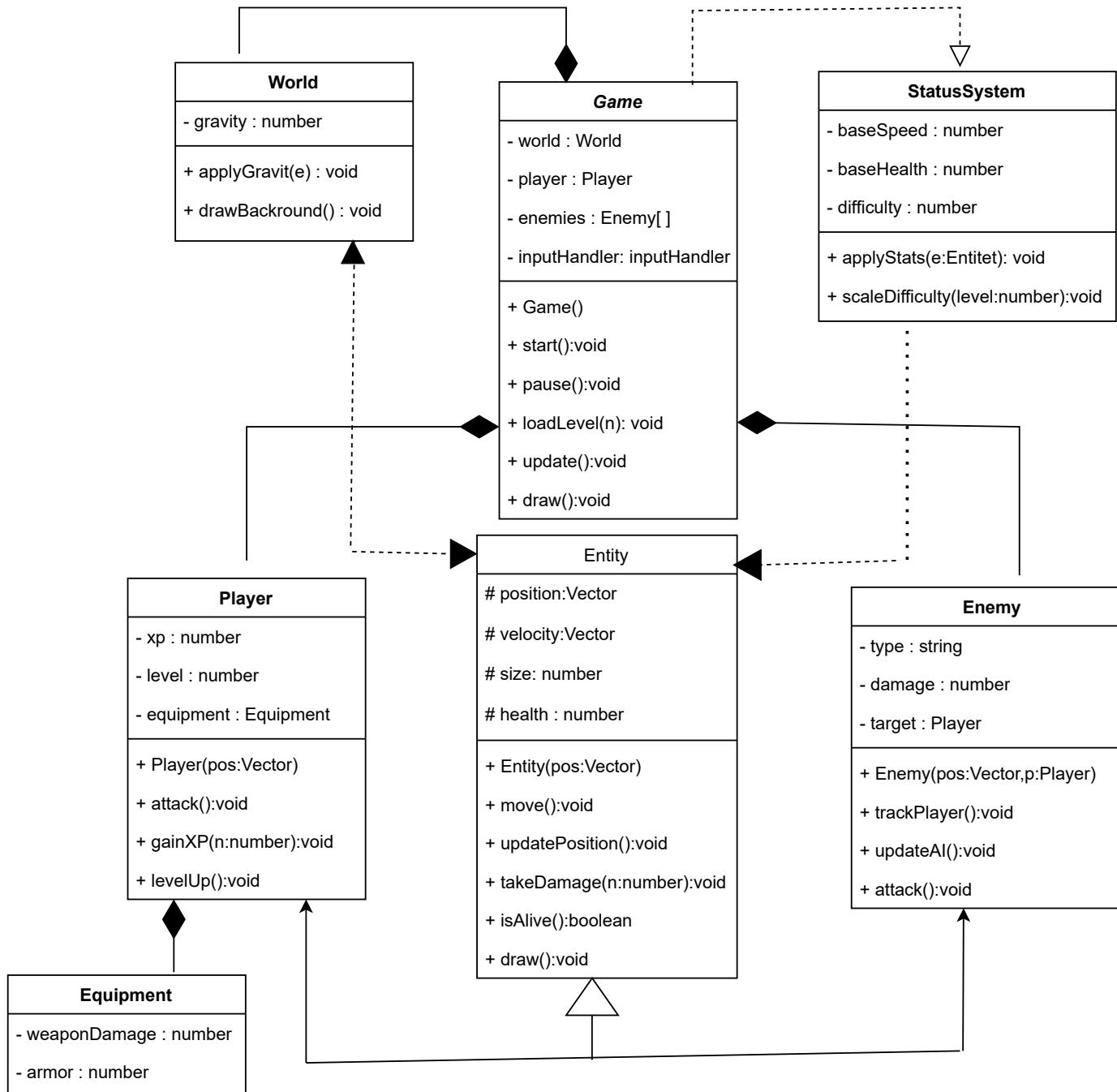


- + public
- - private
- # protected
- ◆ composition
- △ inheritance
- → association
- dashed dependency

Terraria x Boss Rush - UML Class Diagram



+ upgradeWeapon()
+ upgradeArmor()

inputHandler
- keys : Set<string>
- mousePosition : Vector
+ applyStats(e:Entitet): void
+ scaleDifficulty(level:number):void