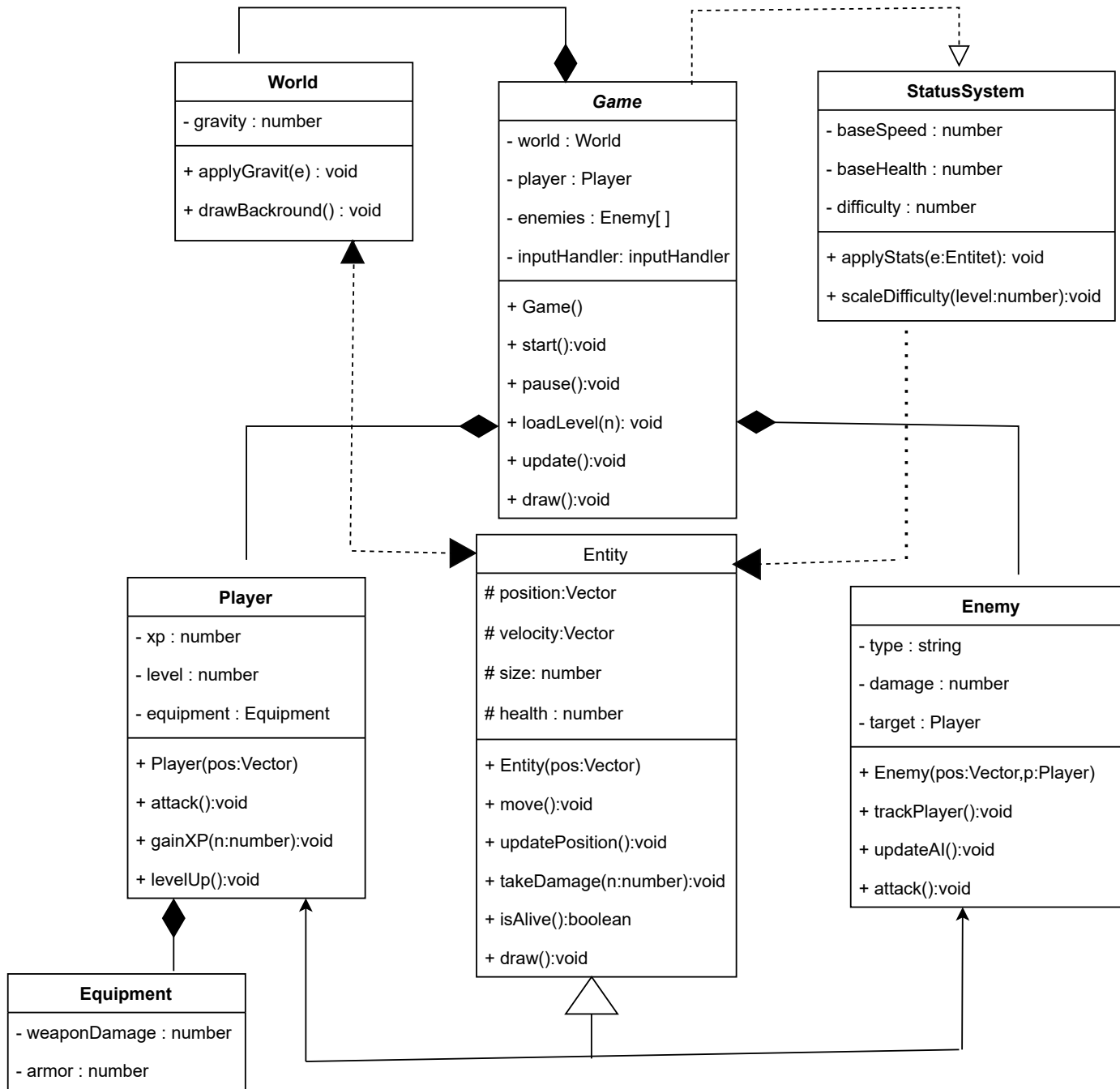


- + public
- - private
- # protected
- ◆ composition
- △ inheritance
- → association
- dashed dependency

# Terraria x Boss Rush - UML Class Diagram





+ upgradeWeapon():  
+ upgradeArmor():

**inputHandler**

- keys : Set<string>  
- mousePosition : Vector

+ applyStats(e:Entitet): void  
+ scaleDifficulty(level:number):void