

Character			Land			Fight	
Responsibility	Collaborators		Responsibility	Collaborators		Responsibility	Collaborators
knows its weapon	AttackingWeapon		can start a fight	Fight		knows its winner	Character
knows its armor	DefensiveWeapon		knows characters on map	Character		knows fighters	Character
knows its shield	DefensiveWeapon		knows its magic	Magic		knows number of rounds	
knows its power			knows fights that took place	Fight		can run rounds	
knows its mana level						can run itself	
knows its experience			Weapon (interface)				
can throw a spell	Magic		Responsibility	Collaborators			
can attack with weapon	AttackingWeapon		knows its name				
DefensiveWeapon			Magic			Spell	
Responsibility	Collaborators		Responsibility	Collaborators		Responsibility	Collaborators
knows its protection			knows all spells	Spell		knows its required mana	
knows its name			can draw a spell	Spell		knows its power	
AttackingWeapon							
Responsibility	Collaborators						
knows its damage							
knows its name							