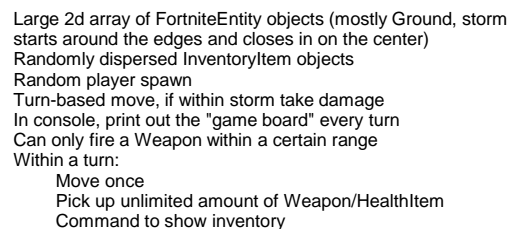


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```
Storm
private int damageInflicted
public void inflictDamage(PLAYER p)
public void shrink()
```

```
InventoryItem
private int stackSize
```

```

public
Player
    private String name
    private ArrayList<InventoryItem> inventory
    private int health
    private int maxHealth
    private int damage (Weapon w, p)

```

```
private int health;  
private int shield;  
public void inflictDamage(Weapon w)  
public void setHealth(int health)  
public int getHealth()  
public void setShield(int shield)  
public int getShield()
```

Don't include

p)
 Weapon
 private String name
 private int ammoCount;
 private int DamageInflicted
 private double critPercentage
 private double accuracyPercentage
 private void setAmmoCount(int ammoCount)
 public void getAmmoCount()