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| ***Human Being*** |
| -name: String  -health: int  -mentalBlock: boolean  -attackDamage:int |
| +HumanBeing(String name, int health, boolean mentalBlock)  *+attack():Damage*  +isAlive():boolean  +takeDamage(Damage)  +getName():String  +setName(name:String):void  +getHP():int  +setHP(health:int):void  +isMentalBlock():boolean  +setMentalBlock(boolean mentalBlock):void  +getAtkDam():int  +setAtkDam(int attackDamage)  +toString():String |

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| **Student** |
| -intelligence: int //for upgrading weapon’s damage  -tenaciousness: int //for healing and upgrade of health points |
| +Student(String name, int health, boolean mentalBlock, int intelligence, int tenaciousness, Weapon)  +attack:Damage  +getIntelligence():int  +setIntelligence(int intelligence):void  +getTenaciousness():int  +setTenaciousness(int tenaciousness):void |

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| **Damage** |
| -damage: int  -mentalBlock: boolean |
| +getDamage():int;  +setDamage(int harm):void  +isMentalBlock():bool  +setMentalBlock(bool mentalBlock):void |

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| ***Weapon*** |
| -mainDamage: int  -mentalBlockChance: int |
| +acquire(int): Damage  -mentalBlock(int): boolean  -upgrade(int mainDamage):void |

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| **Ballpen** |
| -harm:static final int = 5  -mbchance: static final int = 10 |
| +Ballpen(int harm, int mb) |

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| **T-square** |
| -harm:static final int = 10  -mbchance: static final int = 20 |
| +TSquare(int harm, int mb) |

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| **Calculator** |
| -harm:static final int = 15  -mbchance: static final int = 30 |
| +Calculator(int harm, int mb) |

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| **Laptop** |
| -harm:static final int = 20  -mbchance: static final int = 40 |
| +Laptop(int harm, int mb) |

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| **Superior** |
| -level:int |
| +Superior(String name, int health, boolean mentalBloc, int level)  +attack:Damage |

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| **CebuSuperior** |
| -harm: static final int = 10; |
| +Superior(String name, int health, boolean mentalBlock, int level)  +attack(int harm):Damage |

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| **TaclobanSuperior** |
| -harm: static final int = 20 |
| +Superior(String name, int health, boolean mentalBlock, int level)  +attack(int harm):Damage |

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| **MindanaoSuperior** |
| -harm: static final int = 30 |
| +Superior(String name, int health, boolean mentalBloc, int level)  +attack(int harm):Damage |

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| **IloiloSuperior** |
| -harm: static final int = 40 |
| +Superior(String name, int health, boolean mentalBlock, int level)  +attack(int harm):Damage |

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| **BaguioSuperior** |
| -harm: static final int = 50 |
| +Superior(String name, int health, boolean mentalBlock, int level)  +attack(int harm):Damage |

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| **LosBaños Superior** |
| -harm: static final int = 60 |
| +Superior(String name, int health, boolean mentalBloc, int level)  +attack(int harm):Damage |

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| **Manila Superior** |
| -harm: static final int = 70 |
| +Superior(String name, int health, boolean mentalBloc, int level)  +attack(int harm):Damage |

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| **Diliman Superior** |
| -harm: static final int = 100 |
| +Superior(String name, int health, boolean mentalBloc, int level)  +attack(int harm):Damage |

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| **GameProper** |
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| +main(String[])  +Stats(HumanBeing, HumanBeing)  +pause(integer)  +combat(HumanBeing, HumanBeing) |