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| --- |
| **Actor** |
| \_Name (string)  \_Title (string)  \_AttackSpeed (int)  \_StartingXCoordinate (int)  \_StartingYCoordinate (int)  \_MaxHP (int)  \_HP (int) |
| Name  Title  AttackSpeed  StartingXCoordinate (Read only)  StartingYCoordinate (Read only)  MaxHP (Read only)  HP (Read only) |
| NamewithTitle()  AttackOpponent()  IncreaseHP(int amount)  DecreaseHP(int amount)  CompareAttackSpeeds()  ChangeXCoordinatePosition(int direction)  ChangeYCoordinatePosition(int direction)  Actor()  Actor(int maxHP, string name, string title, int startingXCoordinate, int startingYCoordinate, int attackSpeed) |
| **Item** |
| \_Name (string)  \_Value (int) |
| Name  Value |
| Item()  Item(string name, int value) |
| **MapCell** |
| \_HasBeenDiscovered (bool)  \_HasMonster (bool)  \_HasItem (bool) |
| HasBeenDiscovered  HasMonster  HasItem |
| MapCell()  MapCell(bool hasBeenDiscovered, bool hasMonster, bool hasItem) |