




```
+set_x  
+get_y():int  
+set_y  
+get_health():int  
+add_health  
+min_health  
+get_pillars():str[]  
+add_pillar  
+get_number_vaccine():int  
+add_vaccine  
+get_number_vision_potion():int  
+set_number_vision_potion  
+get_number_pillars():int  
+add_pillar()  
+die()
```