

Key:

- private.
- # protected
- + public
- uses elements: →
- subclass: →

Class: base Character  
Abstract

- #int armor
- #int strengthPoints
- #int diceRoll1
- #int diceRoll2
- #int diceRoll3
- #int attackTotal
- #int defenseTotal
- #int damageTaken

Functions:  
concrete:

- +getters for all variables
- +settesr for all variables

virtual

- +attackRoll()
- +defenseRoll()
- +setDamageTaken(int)
- +void strengthCalc()
- +printAttackDiceRolls()
- +printDefenseDiceRolls()

Class: Menu

- int Choice
- string Input
- \*Character player1
- \*Character player2

- +functions:
- +mainMenu()
- +returnMenu()
- +getPlayer1
- +getPlayer2
- +deleteCharacter

Chacter  
Pointers

character  
list

Class:  
Barbarian

Class:  
Blue Men

Class:  
Harry Potter

Class:  
Medusa

Class:  
Vampire