



MonsterFactory + generateMonster(int): Monster <<creates>> -----Skeleton Skeleton() originalHitPoints(): int attackSpeed(): int shanceToHit(): double lamageMin(): int lamageMax(): int attackMotion(): void

+ commandMenu(): void + chanceToBlock(): double + special(DungeonCharacter): void

+ commandMenu(): void + chanceToBlock(): double + special(DungeonCharacter): void

+ commandMenu(): void + chanceToBlock(): double

+ special(DungeonCharacter): void

+ chanceToHeal(): double + minHealPoints(): int + minHealPoints(): int

+ chanceToHeal(): double

+ minHealPoints(): int + minHealPoints(): int

+ r + r

chanceToHeal(): double ninHealPoints(): int ninHealPoints(): int