PreyState
-HP : int
-type : string
-damage : int
+PreyState()
+PreyState()
+getHP()
+getType()
+getDamage()

Prey
-HP : int
-type : string
-damage : int
+Prey()
+Prey()
+~Prey()
+clone()
+getHP()
+setHP()
+getType()
+setType()
+getDamage()
+setDamage()
+run()
+fight()
+takeDamage()
+printInfo()

-mem

-state

PreyMemento
-state : PreyState*
-getState()
-setState()
-PreyMemento()

PreyStore
-mem : PreyMemento*
+storeMemento()
+retreivePreyMemento()
+~PreyStore()

GLOBAL
+main()
+main()

Cheetah
-initDamage : double
+catchPrey()
+getAttacked()
+attack()
+die()
+speciality()
+Cheetah()
+Cheetah()
+~Cheetah()

PredatorStore
-mem : PredatorMemento*
+storeMemento()
+retreivePredatorMemento()
+~PredatorStore()

PredatorState
-HP : int
-primHuntMethod : string
-damage : double
-speciality : string
+PredatorState()
+PredatorState()
+getHP()
+getPrimHuntMethod()
+getDamage()
+getSpeciality()

Wolf
-initDamage : double
+catchPrey()
+getAttacked()
+attack()
+die()
+speciality()
+Wolf()
+Wolf()
+~Wolf()

Predator
-HP : int
-primHuntMethod : string
-damage : double
-specialSkill : string
-state : PredatorState*
+Predator()
+Predator()
+~Predator()
+setHp()
+setPrimHuntMethod()
+setDamage()
+setSpeciality()
+getHP()
+getPrimHuntMethod()
+getDamage()
+getSpeciality()
+printInfo()
+hunt()
+*catchPrey()*
+*getAttacked()*
+*attack()*
+*die()*
+*speciality()*
+createMemento()
+setMemento()

/mem

PredatorMemento
-state : PredatorState*
-getState()
-setState()
-PredatorMemento()

-state

Lion
-initDamage : double
+catchPrey()
+getAttacked()
+attack()
+die()
+speciality()
+Lion()
+Lion()
+~Lion()

PredatorFactory
+PredatorFactory()
+~PredatorFactory()
+*createPredator()*

WildDog
-initDamage : double
+catchPrey()
+getAttacked()
+attack()
+die()
+speciality()
+WildDog()
+WildDog()
+~WildDog()

CheetahFactory
-createPredator()

LionFactory
-createPredator()

WildDogFactory
-createPredator()

WolfFactory
-createPredator()