



## Gremlin

- HITPOINTS: int  
- ATTACK\_SPEED: int  
- HIT\_CHANCE: double  
- DAMAGE\_MIN: int  
- DAMAGE\_MAX: int  
- HEAL\_CHANCE: double  
- HEAL\_MIN: int  
- HEAL\_MAX: int

+ crushingBlow(DungeonCharacter): void  
+ attack(DungeonCharacter): void

## Ogre

- HITPOINTS: int  
- ATTACK\_SPEED: int  
- HIT\_CHANCE: double  
- DAMAGE\_MIN: int  
- DAMAGE\_MAX: int  
- HEAL\_CHANCE: double  
- HEAL\_MIN: int  
- HEAL\_MAX: int

+ crushingBlow(DungeonCharacter): void  
+ attack(DungeonCharacter): void

## Skeleton

- HITPOINTS: int  
- ATTACK\_SPEED: int  
- HIT\_CHANCE: double  
- DAMAGE\_MIN: int  
- DAMAGE\_MAX: int  
- HEAL\_CHANCE: double  
- HEAL\_MIN: int  
- HEAL\_MAX: int

+ crushingBlow(DungeonCharacter): void  
+ attack(DungeonCharacter): void

**Thief**

- HITPOINTS: int
- ATTACK\_SPEED: int
- HIT\_CHANCE: double
- DAMAGE\_MIN: int
- DAMAGE\_MAX: int
- BLOCK\_CHANCE: double

- + surpriseAttack(DungeonCharacter): void
- + attack(DungeonCharacter): void
- + battleChoices(DungeonCharacter): void

