Character
life_   # maxLife_   # attack_   # def_   # dext_   # x_   # y_   # name_   # desc_   # symbol_   # weapon   # armor   # helmet   # shield
+ Character()   + ~Character()   + life()   + attack()   + def()   + dext()   + maxLife()   + getCombinedAtt()   + getCombinedDef()   + getCombinedDext()   and 29 more...

Monster
lootList   # nbLoot   # lootPb
+ Monster()   + ~Monster()   + getLootList()   + getNbLoot()   + getLootPb()   + isBoss()   + isFinalBoss()

Gobelin
+ Gobelin()