```
Character
# character id
# hit points
+ set hp()
+ attack()
+ attack()
+ get_hp()
+ get_id()
+ get character type()
+ print data()
+ heal()
+ ~Character()
+ convert()
# lower hp()
# Character()
         Good
 + operator Zombie()
 + Good()
 + Good()
 + ~Good()
 + attack()
```