Character

character_id
hit_points

+ set_hp()
+ attack()
+ attack()
+ get_hp()
+ get_id()
+ get_character_type()
+ print_data()
+ heal()
+ ~Character()
+ convert()
# lower_hp()
# Character()

Zombie

+ operator Good()
+ operator Bad()
+ Zombie()
+ Zombie()
+ ~Zombie()
+ attack()
+ attack()