

idungeon.frontend.DataPanel

- general - playerhp

- playerstr

- playerlyl

- playerexp - enemyhp

- enemystr - enemylvl

- enemyname - playername

- lastubication currentubication

- enemy - W

serialVersionUID

+ DataPanel()

+ getPanel() + event()

+ showMonster()

+ createPlayer() + createEnemy()

+ update() - updateMonster()

removeEnemy()