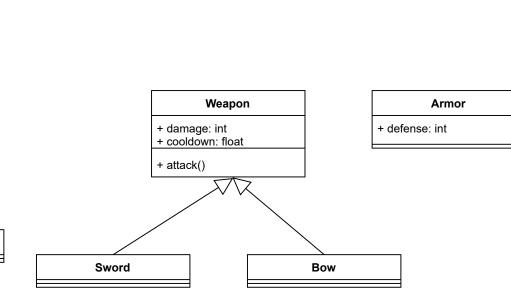


Creature Personage + inventory: InventoryComponent + health: HealthComponent + attack(HealthComponent*): void Villager Enemy

HealthComponent

Animal InventoryComponent + armor: Armor + weapon: Weapon + tool: Tool + equip(Armor) + equip(Weapon) + equip(Tool) VillagerManager + free_vilagers: vector<Vilager*> + get_vilager(): Vilager* + free_vilager(Vilager*): void + is_empty(): bool Tool + effeciency: float



Pickaxe