

# Heroes

- Int lvl
- Int exp
- Int hp
- Int hpCap
- Int atk
- Int def
- Float hit
- Float crit
- Float avo
- Float str
- Int res
- Int mag
- Float skill
- Float speed
- Float luck
- Boolean alive
- Int moves
- Int xcor
- Int ycor
- Int adjXcor
- Int adjYcor
- Deque<Weapon  
> \_weapons
- String  
weaponName
- Int Type

- + Heroes()
- + Heroes(int x, int y, int type)
- + Void calcCombatStats()
- + Void setXY()
- + Boolean getStatus()
- + Void toggleStatus()
- + String getName()
- + getLevel()
- + Int getExp()
- + Int getHp()
- + Int setHp(int newHp)
- + Int getHpCap()
- + Int getDef()
- + Int getStr()
- + Int getRes()
- + Int getMag()

- + Int getSkill()
- + Int getSpeed()
- + Int getLuck()
- + Int subtractHp(int damage)
- + Int getAtk()
- + Int getCrit()
- + Int getHit()
- + Float getAvo()
- + Void resetMoves()
- + Void summonHero()
- + Void moveHero()
- + Boolean interact(Heroes hero)
- + Void attack(Heroes hero)
- + String toString()

## Enemy extends Heroes

- + Enemy(int x, int y)
- + Void summonHero()
- + Void trackHero()

# Map

- Float increment
- Int  
currAvailWaves
- PImage img

- + Map(int seed)
- + Void setup(int seed)
- + Void startMenu()
- + Void mainMenu()
- + Void waveSelection()
- + Void characSelection(int teamMate)
- + Void refresh()
- + Void sideMenu()
- + Void printStats()

# Weapon

- String \_name
- String \_type
- Int \_hit
- Int \_might
- Int durability

- + Weapon(String name, String type, int hit, int might, int durability)
- + String getName()
- + Int getHit()
- + Int getMight()
- + Int getDurability()
- + Int setDurability(int newDur)
- + Int takeDamage