NonPlayableCharacter

+ bool passive
+ string name
+ string name_array
+ unsigned int strength
- char symbol
- unsigned int health
- unsigned int attack_speed
- unsigned int npc_x
- unsigned int npc_y

+ NonPlayableCharacter()
+ ~NonPlayableCharacter()=default
+ virtual void SetNamesArray()
+ virtual void SetPassive()
+ void SetName()
+ void SetStrength()
+ void SetHealth()
+ void SetSpeed()
+ void SetSymbol()
+ void SetPosition(int x, int y)
+ void SetDesiredHealth(int value)
+ string GetName()
+ int GetHealth()
+ int GetDamage()
+ int GetX()
+ int GetY()
+ void CreateNonPlayableCharacter()

Enemy

+ Enemy(int x, int y)
+ void PrintDetails(MapManager &m)
- void SetNamesArray() override
- void SetPassive() override

GenericFriendly

+ string messages_array
+ string message

+ GenericFriendly(int postition)
+ void PrintMessage(MapManager &m)
+ string GetMessage()
- void SetNamesArray() override
- void SetPassive() override
- void SetMessages()
- void SetRandomMessage()