NonPlayableCharacter

- + bool passive
- + string name
- + string name_array+ unsigned int strength
- unsigned int strengtr
 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()
- Till Gelballage
- + int GetX()
- + int GetY()
- + void CreateNonPlayableCharacter()



GenericFriendly

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