

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()