## NonPlayableCharacter

- + bool passive
- + string name
- + string name\_array
- + unsigned int strength
- char symbol
- unsigned int health
- unsigned int attack\_speedunsigned int npc x
- unsigned int npc\_x
- + NonPlayableCharacter()
- + ~NonPlayableCharacter()=default
- + virtual void SetNamesArray()
- + virtual void SetPassive()
- + void SetName()
- + void SetStrength()
- + void SetHealth() + void SetSpeed()
- + void SetSymbol()
- + 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