

## Player

- + int player\_position\_x
- + int player\_position\_y
- + int player\_position\_x\_new
- + int player\_position\_y\_new
- + bool end\_game
- + bool in\_combat
- + int damage
- + int shield
- + int health
- + int magic
- + int max\_stats
- + int health\_potions
- + int shield\_potions
- + int magic\_potions
- + int max\_potions
- const char c\_player
- bool waiting\_to\_start\_combat
- bool waiting\_for\_choice

- + int GetDamage()
- + int GetHealth()
- + void SetDesiredHealth(int value)
- + void RenderPlayer(MapManager &m, ConsoleWindowManager &c, InventoryManager &i)
- + void PlayerCollisions(MapManager &m, ConsoleWindowManager &c, Player &p, InventoryManager &i, UserInterfaceManager &ui)
- + void PlayerInput(InventoryManager &i, ConsoleWindowManager &c, MapManager &m, Player &p, ConsoleRendering &r, UserInterfaceManager &ui, CombatManager &cm)
- int PlayerCollisionsChecks(int item, int item\_max, MapManager &m, Player &p)
- bool BlankPosition(MapManager &m, Player &p)
- void EnterCombatMode(MapManager &m, Enemy &e)
- void EnterMessageMode(MapManager &m, GenericFriendly &f)