

PLAYER

```
+Player()  
+void movement(char)  
+void addLife()  
+void addRelics()  
+void receiveBenefit(char)  
+void challenge(char)  
+void reset()  
+int getPositionC()  
+int getPositionL()  
+int getRelics()  
+int getLives()  
+void printStatus()
```

```
-int lives  
-int relics  
-int positionC  
-int positionL  
-int strength  
-int intelligence  
-int agility  
-int agilityBenefits  
-int intelligenceBenefits  
-int strengthBenefits
```

MAIN

starts

GAME

```
+Game()  
+void run()  
+~Game()
```

```
- Board  
- Monster  
- Player
```

has

has

MONSTER

```
+Monster()  
+void movement(Player)  
+void reset()  
+int getPositionC()  
+int getPositionL()
```

```
- int positionC  
- int positionL
```

BOARD

```
+Board()  
+void generateFields()  
+int getNumRelics()  
+void print(Player, Monster)  
+void triggerField(Player)  
+~Board()
```

```
-Field fields[][]  
-int numRelics  
-int minNumRelics
```

contains

FIELD

```
+Field(char)  
+void trigger(Player)  
+char getFieldtype()  
- char fieldType  
- char attribute
```