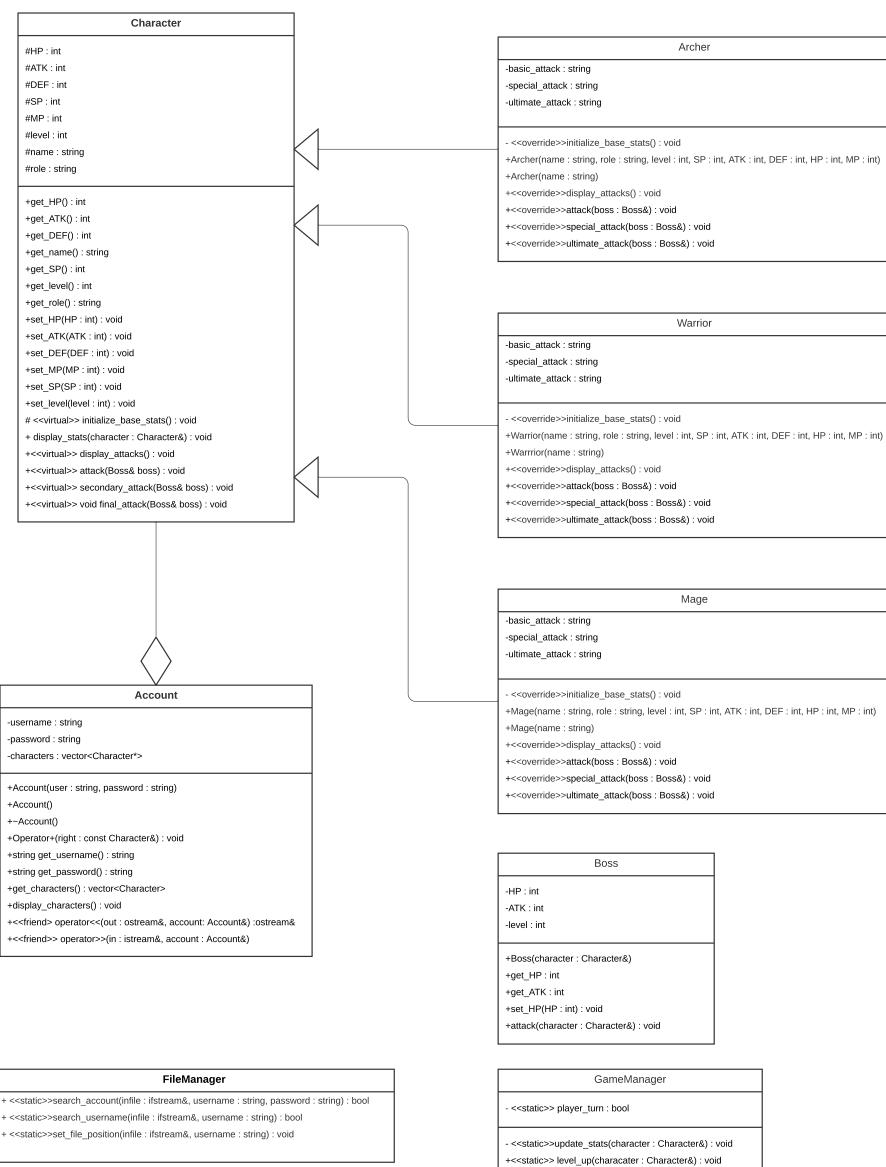
Final UML Diagram



Helper

+<<static>> validate_attack_selection(selection : int&) : void

+<<static>>validate_role_selection(selection : int&) : void

+<<static>>create_character(character : Character*&, account : Account*) : void

+<<static>>prompt_user(username : string&, password : string&) : void

 $+\!\!<\!\!\textrm{static}\!\!>\!\!\textrm{select_character}(\textrm{account}:\textrm{Account}^*):\textrm{Character}^*$

+<<static>>validate_menu_select(selection : int&) : void

+<<static>>validate_character_prompt(choice : int&) : void

+<<static>> regen_SP(character : Character&) : void

+ <<static>> set_game_over() : void

+ <<static>> get_game_over : bool

StatsTemp

-<<static>> HP_temp : int

-<<static>> ATK_temp : int

-<<static>> DEF_temp : int

-<<static>> MP_temp : int -<<static>> SP_temp : int

+<<static>> store_stats(character : Character&) : void +<<static>> load_stats(character : Character&) : void

+<<static>> get_SP() : int