



Area

```

- name: String
- desc: String
- enemyList: Area, list<Enemy>

• leaveArea()
• toString()

```



Playable Character

```

- name: String
- maxHp: int
- hp: int
- exp: int
- level: int
- attack: int
- defence: int
- inventory: Array<Item>

• getName()
• getLevel()
• getAttack()
• getDefence()
• getMaxHealth()
• addExp()
• getLevelUp()
• addExp()
• displayInventory()
• attack()
• takeDamage()

```



Enemy

```

- hp: int
- type: String
- defence: int
- attack: int
- level: int
- exp: int

• takeDamage()
• getDefence()
• getAttack()
• getType()
• examine()
• getLevel()
• getCurrentHealth()

```



main

```

- in: Scanner
- userInput: String
- name: String

```



Combat

```

- CombatScanner: Scanner
- userInput: String

• printCombatMenu()
• clearConsole()
• playerAttack()
• enemyAttack()
• combatLoop()

```



Item

```

- name: String
- type: ItemType

• getName()
• getType()

enum ItemType

```

☀ = in progress