```
Skill
# name
# basePower
# masteryLevel
# elements
+ Skill()
+ Skill()
+ Skill()
+ operator=()
+ operator==()
+ getName()
+ getBasePower()
+ getMasteryLevel()
+ getElements()
+ setMasteryLevel()
           #starterSkill
  EngimonSpecies
+ maxCumulExp
+ maxSkills
# species
# slogan
# element
+ EngimonSpecies()
+ EngimonSpecies()
+ operator=()
getStarterSkill()
+ getElements()
+ getSpecies()
      Engimon
+ defaultLevel
+ Engimon()
+ Engimon()
+ Engimon()
+ Engimon()
+ Engimon()
+ getName()
+ getLvl()
+ getElementCount()
+ getPosition()
+ getSkills()
and 11 more...
```