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()