





smallHoard
+ getValue(): int

Shade
+ race: Char
+ getScore(): void

Drow
+ race: Char
+ UsePotion(pot: Potion &): void

Vampire
+ race: Char
+ attack(enemy: Enemy &): void

Troll
+ race: Char
+ setHP(): void

Goblin
+ race: Char
+ attack(enemy: Enemy &): void





