ArenaInterface.h

ArenaInterface( )
virtual ~ArenaInterface( )
virtual bool addFighter(string info) = 0;
virtual bool removeFighter(string name) =0;
virtual FighterInterface* getFighter(string name) = 0;
virtual int getSize() = 0;

FighterInterface.h

FighterInterface(){}
virtual ~FighterInterface(){}
virtual string getName() = 0;
virtual int getMaximumHP() = 0;
virtual int getCurrentHP() = 0;
virtual int getStrength() = 0;
virtual int getSpeed() = 0;
virtual int getMagic() = 0;
virtual int getDamage() = 0;
virtual void takeDamage(int damage) = 0;
virtual void reset() = 0;
virtual void regenerate() = 0;
virtual bool useAbility() = 0;

Factory.h

static ArenaInterface* createArena();

Arena.h

vector<Fighter*> fighters;

virtual bool addFighter(string info);
virtual bool removeFighter(string name);
virtual FighterInterface* getFighter(string name);
virtual int getSize();

Fighter.h

string name;
int current_hp;
int max_hp;
int strength;
int speed;
int magic;

virtual string getName();
virtual int getMaximumHP();
virtual int getCurrentHP();
virtual int getStrength();
virtual int getSpeed();
virtual int getMagic();
virtual int getDamage();
virtual void takeDamage(int damage);
virtual void reset();
virtual void regenerate();
virtual bool useAbility();
void setCurrentHP(int hp);
void setSpeed(int speed);
void increaseSpeed(int i);

Robot.h

int max_energy;
int current_energy;
int bonus_damage;

int getCurrentEnergy();
int getMaxEnergy();
virtual int getDamage();
virtual void reset();
virtual bool useAbility();

Cleric.h

int max_mana;
int current_mana;

int getMaxMana();
int getCurrentMana();
virtual int getDamage();
virtual void reset();
virtual void regenerate();
virtual bool useAbility();

Archer.h

int original_speed;

int getCurrentSpeed();
virtual int getDamage();
virtual void reset();
virtual bool useAbility();