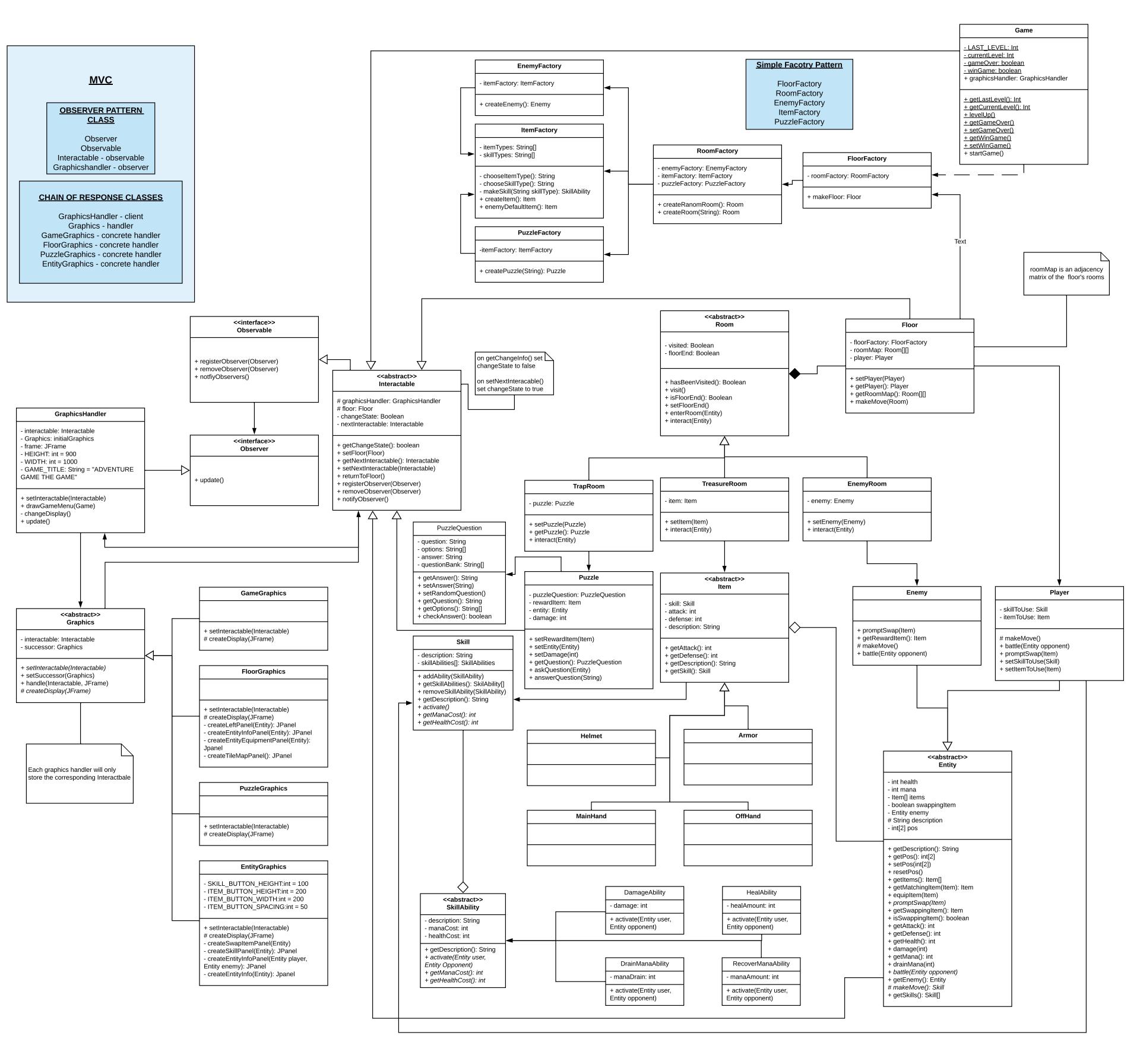
Final Class Diagram



STRATEGY PATTERN CLASS

Item - client
Skill - host
SkillAbility - strategy
DamageAbility - concrete strategy
HealAbility concrete strategy
DrainManaAbility - concrete strategy
RecoverManaAbility - concrete strategy