	*UML Diagram for Catacomb Crawter &	
	- name : string	
	- health! Int	
	-loration! (int, int)	
1	+ take Damage Idan	Lines Hall Langue
	+ is Alive (): bo	of state of the st
	00	
		1.
T	Hero	Monder
T	- exit: (int, int)	-lacation: lintint
	4 move(x, y): void	+takeDamage (damage): void
	+ smellMonders(): List Monder	() + () () () () () () () () (
	+ checkHealth(): void	1 randomMove (): void
	+ reach Exit(): bool	+attacktheral: void
	1	
	Cataromh	
	-gridsize! int	
	-horo 1 Hero	Cramp
	-monster! List < Manuter>	-catacombi Catacomb
	+spawnMonsters(): void	- vier Triput: String
	+ moveHow/how, x, y); void	
	+ is Chame Cros (); pool	+ Start (Hampel): World
	+ Lewer & Deag Wanter (); noig	in: Whant rad uson or
	+ chark Exit (how); pool	+checkWin(); bool
	(161 (5414 (1610) 1900)	+chekloa(1:bal
		tendbamp! wid
1	Supposition to the supposition of the supposition o	
THE RESERVE OF THE PARTY OF THE		
1		