Arena

daPlayers [3]: Player*

Arena()
fight(): void
turn1(): void
turn2(): void
getWeapons(): void

savePlayerProgress(): void
loadPlayerProgress(): void

Player

name: string
health: int
healthCap: int

Store

- daWeapons: vector<Weapon*>

e

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Player (class - partial)

```
healthCap: int
numhealthPotion: int
attackDirection: string
blockDirection: string
weapon1: Weapon*
weapon2: Weapon*
```

```
Player()
Player(string, int, int, Weapon*, Weapon*)
attack(): int
autoAttack(): int
block(): void
autoblock(): void
useHealthPotion(): void
getName(): string
getHealth(): int
getAttDir(): string
getBlockDir(): string
getNumHealthPotion(): int
getWI1(): int
getWI2(): int
checkStaff(): bool
checkBlunt(): bool
chooseWeapons(): void
autoChooseWeapons(): void
setHealth(int):void
setName(int): void
setHealthCap(int):void
setNumHealthPotion(int): void
setWeapon1(Weapon*):void
setWeapon2(Weapon*): void
```

Store (class - partial)

```
+ Store()
+ buy(int): Weapon*
+ showWeapons(): void
```

Weapon

```
- name: string
-damage: int
-weight: int
```

```
+ Weapon()
+Weapon(string, int, int)
+virtual attack(): int
+virtual getType(): string
+getName(): string
+getDamage(): int
+getWeight(): int
```

Blunt

```
+Blunt(string, int, int)
+attack(): int
getType(): string
```

Shield

```
+Shield(string, int, int)
+attack(): int
+ getType(): string
```

Staff

```
+Staff()
+Staff(string, int, int)
attack(): int
getType(): string
```

Staff
()

Swords
-bleedBuildUp:int
-bleedDamage: int
+swords()
+swords(string, int, int)
+ attack():int
+getType(): string
+ bleedProc(): int

```
blood.res(),Ant
```