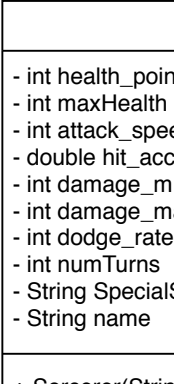
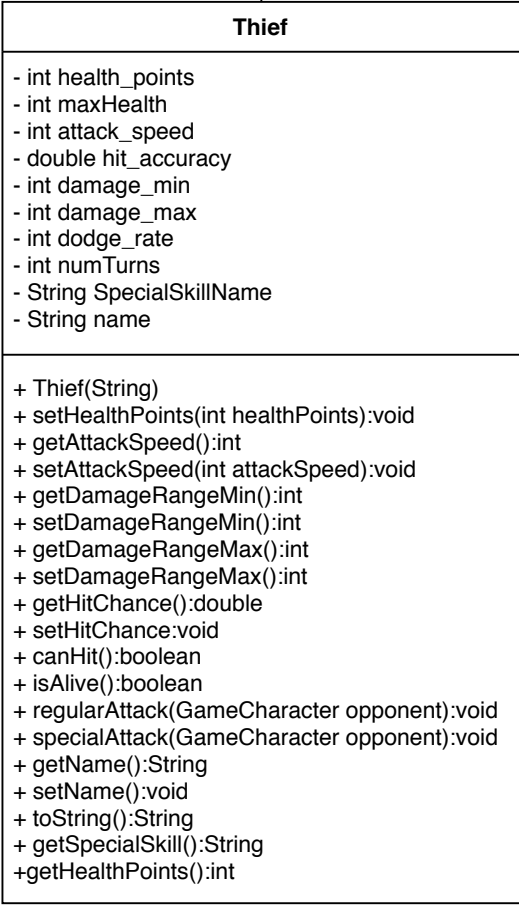
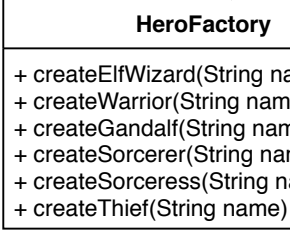
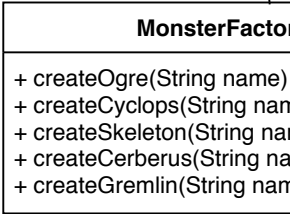
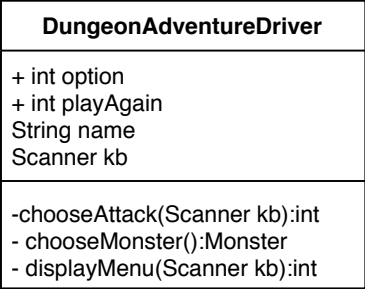


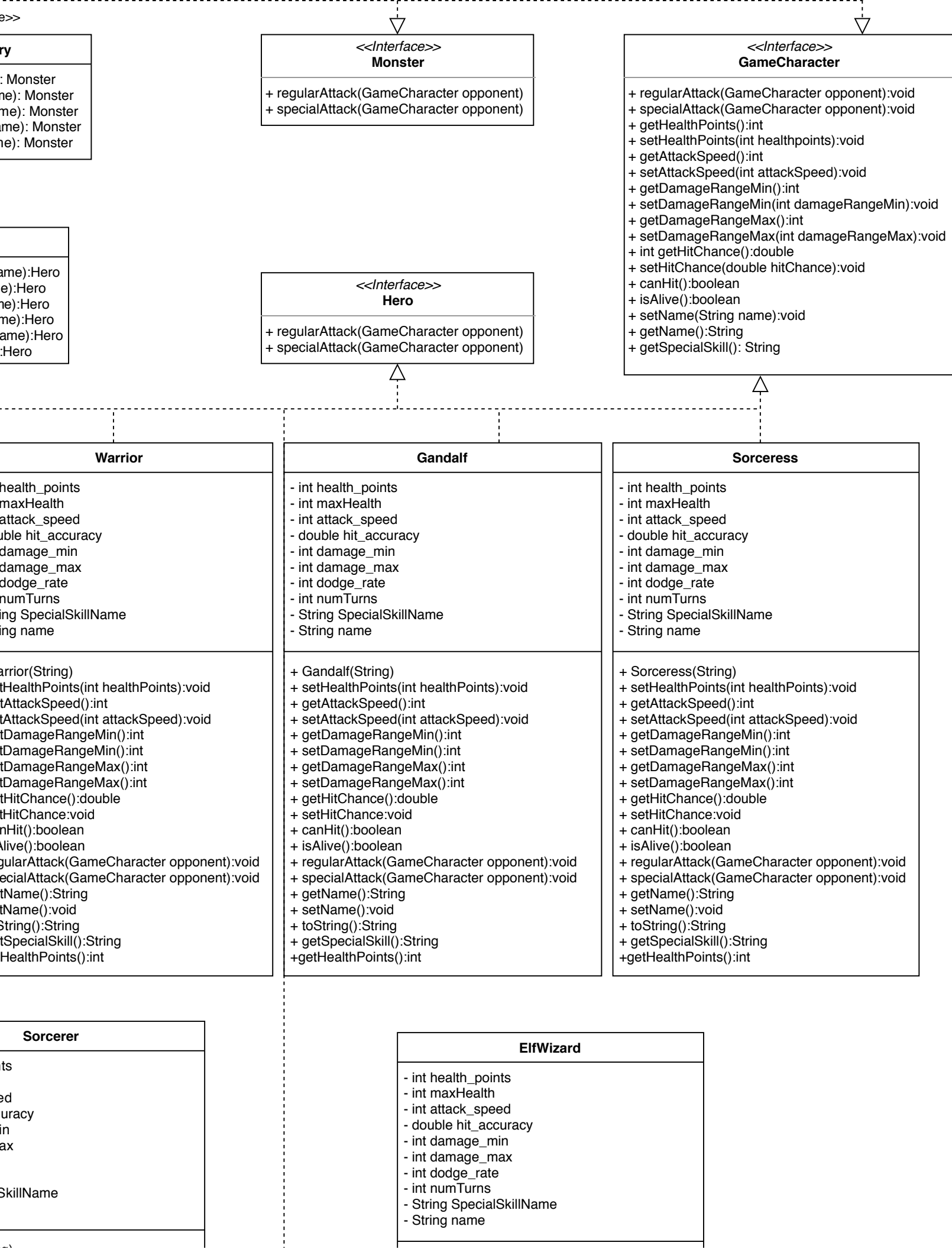
Ogre
<div><div>- String name</div><div>- int health_points</div><div>- int maxHealth</div><div>- int attack_speed</div><div>- int damage_min</div><div>- int damage_max</div><div>- double hit_Chance</div><div>- int dodge_rate</div><div>- int chanceToHeal</div><div>- String SpecialSkillName</div></div>
<div><div>+ Ogre(String)</div><div>+ setHealthPoints(int healthPoints):void</div><div>+ getAttackSpeed():int</div><div>+ setAttackSpeed(int attackSpeed):void</div><div>+ getDamageRangeMin():int</div><div>+ setDamageRangeMin():int</div><div>+ getDamageRangeMax():int</div><div>+ setDamageRangeMax():int</div><div>+ getHitChance():double</div><div>+ setHitChance: void</div><div>+ canHit():boolean</div><div>+ canHeal():boolean</div><div>+ isAlive():boolean</div><div>+ regularAttack(GameCharacter opponent):voic</div><div>+ specialAttack(GameCharacter opponent):voic</div><div>+ getName():String</div><div>+ setName():void</div><div>+ toString():String</div><div>+ getSpecialSkill():String</div><div>+ getHealthPoints():int</div></div>

Cyclops
<div><div>- String name</div><div>- int health_points</div><div>- int maxHealth</div><div>- int attack_speed</div><div>- int damage_min</div><div>- int damage_max</div><div>- double hit_Chance</div><div>- int dodge_rate</div><div>- int chanceToHeal</div><div>- String SpecialSkillName</div></div>
<div><div>+ Cyclops(String)</div><div>+ setHealthPoints(int healthPoints)</div><div>+ getAttackSpeed():int</div><div>+ setAttackSpeed(int attackSpeed)</div><div>+ getDamageRangeMin():int</div><div>+ setDamageRangeMin():int</div><div>+ getDamageRangeMax():int</div><div>+ setDamageRangeMax():int</div><div>+ getHitChance():double</div><div>+ setHitChance: void</div><div>+ canHit():boolean</div><div>+ canHeal():boolean</div><div>+ isAlive():boolean</div><div>+ regularAttack(GameCharacter op</div><div>+ specialAttack(GameCharacter op</div><div>+ getName():String</div><div>+ setName():void</div><div>+ toString():String</div><div>+ getSpecialSkill():String</div><div>+ getHealthPoints():int</div></div>

	Skeleton	Cerberus	Gremlin
	<ul style="list-style-type: none"> - String name - int health_points - int maxHealth - int attack_speed - int damage_min - int damage_max - double hit_Chance - int dodge_rate - int chanceToHeal - String SpecialSkillName 	<ul style="list-style-type: none"> - String name - int health_points - int maxHealth - int attack_speed - int damage_min - int damage_max - double hit_Chance - int dodge_rate - int chanceToHeal - String SpecialSkillName 	<ul style="list-style-type: none"> - String name - int health_points - int maxHealth - int attack_speed - int damage_min - int damage_max - double hit_Chance - int dodge_rate - int chanceToHeal - String SpecialSkillName
: void : void opponent): void opponent): void	+ Skeleton(String) + setHealthPoints(int healthPoints): void + getAttackSpeed(): int + setAttackSpeed(int attackSpeed): void + getDamageRangeMin(): int + setDamageRangeMin(): int + getDamageRangeMax(): int + setDamageRangeMax(): int + getHitChance(): double + setHitChance(): void + canHit(): boolean + canHeal(): boolean + isAlive(): boolean + regularAttack(GameCharacter opponent): void + specialAttack(GameCharacter opponent): void + getName(): String + setName(): void + toString(): String + getSpecialSkill(): String + getHealthPoints(): int	+ Cerberus(String) + setHealthPoints(int healthPoints): void + getAttackSpeed(): int + setAttackSpeed(int attackSpeed): void + getDamageRangeMin(): int + setDamageRangeMin(): int + getDamageRangeMax(): int + setDamageRangeMax(): int + getHitChance(): double + setHitChance(): void + canHit(): boolean + canHeal(): boolean + isAlive(): boolean + regularAttack(GameCharacter opponent): void + specialAttack(GameCharacter opponent): void + getName(): String + setName(): void + toString(): String + getSpecialSkill(): String + getHealthPoints(): int	+ Gremlin(String) + setHealthPoints(int healthPoints): void + getAttackSpeed(): int + setAttackSpeed(int attackSpeed): void + getDamageRangeMin(): int + setDamageRangeMin(): int + getDamageRangeMax(): int + setDamageRangeMax(): int + getHitChance(): double + setHitChance(): void + canHit(): boolean + canHeal(): boolean + isAlive(): boolean + regularAttack(GameCharacter opponent): void + specialAttack(GameCharacter opponent): void + getName(): String + setName(): void + toString(): String + getSpecialSkill(): String + getHealthPoints(): int

			:voic
			:voic






```
+ Sorcerer(String)
+ setHealthPoint(int)
+ getAttackSpeed()
+ setAttackSpeed(int)
+ getDamageRate()
+ setDamageRate(int)
+ getDamageRate()
+ setDamageRate(int)
+ getHitChance()
+ setHitChance(int)
+ canHit():boolean
+ isAlive():boolean
+ regularAttack()
+ specialAttack()
+ getName():String
+ setName():void
+ toString():String
+ getSpecialSkill()
+getHealthPoint()
```

