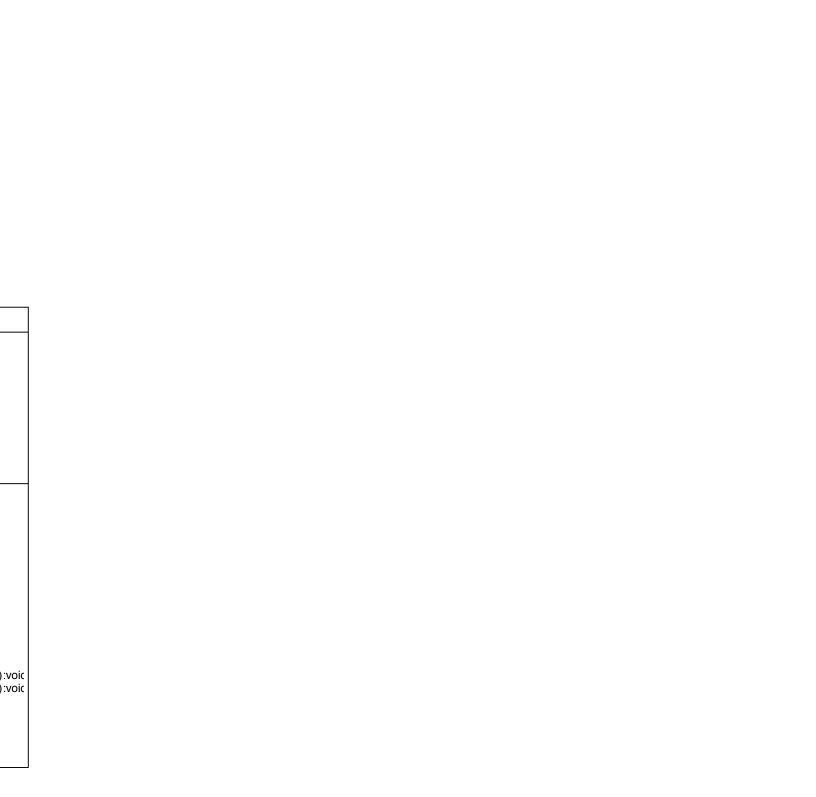
## Ogre

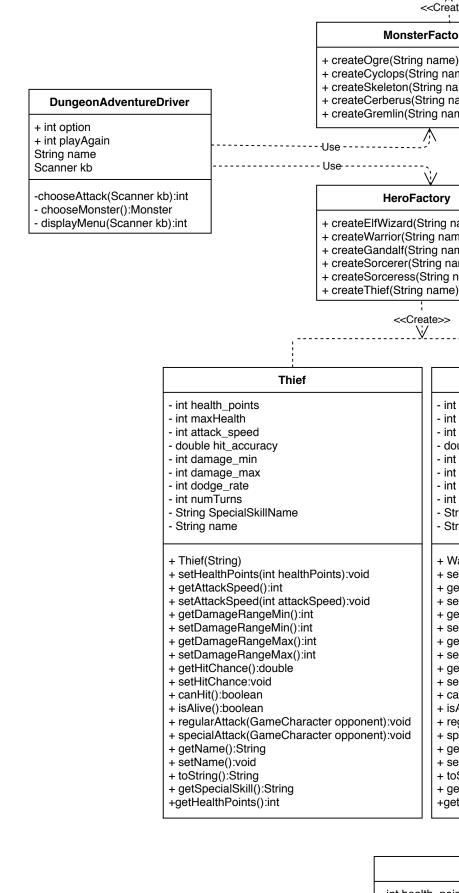
- String name
- int health\_points
- int maxHealth
- int attack\_speed
- int damage\_min
- int damage\_max
- double hit\_Chance
- int dodge\_rate
- int chanceToHeal
- String SpecialSkillName
- + Ogre(String)
- + setHealthPoints(int healthPoints):void
- + getAttackSpeed():int
- + setAttackSpeed(int attackSpeed):void
- + getDamageRangeMin():int
- + setDamageRangeMin():int
- + getDamageRangeMax():int
- + setDamageRangeMax():int
- + getHitChance():double
- + setHitChance:void
- + canHit():boolean
- + canHeal():boolean
- + isAlive():boolean
- + regularAttack(GameCharacter opponent):voic
- + specialAttack(GameCharacter opponent):voic
- + getName():String
- + setName():void
- + toString():String
- + getSpecialSkill():String + getHealthPoints():int

**Cyclops** 

- 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
- + Cyclops(String)
- + setHealthPoints(int healthPoints)
- + getAttackSpeed():int
- + setAttackSpeed(int attackSpeed)
- + getDamageRangeMin():int
- + setDamageRangeMin():int
- + getDamageRangeMax():int
- + setDamageRangeMax():int
- + getHitChance():double
- + setHitChance:void
- + canHit():boolean
- + canHeal():boolean
- + isAlive():boolean
- + regularAttack(GameCharacter or
- + specialAttack(GameCharacter or
- + getName():String
- + setName():void
- + toString():String
- + getSpecialSkill():String
- + getHealthPoints():int

	Skeleton	Cerberus	Gremlin
	- String name	- String name	- String name
	- int health_points	- int health_points	- int health_points
	- int maxHealth	- int maxHealth	- int maxHealth
	- int attack_speed	- int attack_speed	- int attack_speed
	- int damage_min	- int damage_min	- int damage_min
	- int damage_max	- int damage_max	- int damage_max
i	- double hit_Chance	- double hit_Chance	- double hit_Chance
<i>i</i>	- int dodge_rate	- int dodge_rate	- int dodge_rate
i	- int chanceToHeal	- int chanceToHeal	- int chanceToHeal
	- String SpecialSkillName	- String SpecialSkillName	- String SpecialSkillName
	+ Skeleton(String)	+ Cerberus(String)	+ Gremlin(String)
:void	+ setHealthPoints(int healthPoints):void	+ setHealthPoints(int healthPoints):void	+ setHealthPoints(int healthPoints):void
	+ getAttackSpeed():int	+ getAttackSpeed():int	+ getAttackSpeed():int
:void	+ setAttackSpeed(int attackSpeed):void	+ setAttackSpeed(int attackSpeed):void	+ setAttackSpeed(int attackSpeed):void
	+ getDamageRangeMin():int	+ getDamageRangeMin():int	+ getDamageRangeMin():int
1	+ setDamageRangeMin():int	+ setDamageRangeMin():int	+ setDamageRangeMin():int
1	+ getDamageRangeMax():int	+ getDamageRangeMax():int	+ getDamageRangeMax():int
1	+ setDamageRangeMax():int	+ setDamageRangeMax():int	+ setDamageRangeMax():int
<i>i</i>	+ getHitChance():double	+ getHitChance():double	+ getHitChance():double
1	+ setHitChance:void	+ setHitChance:void	+ setHitChance:void
1	+ canHit():boolean	+ canHit():boolean	+ canHit():boolean
1	+ canHeal():boolean	+ canHeal():boolean	+ canHeal():boolean
1	+ isAlive():boolean	+ isAlive():boolean	+ isAlive():boolean
pponent):voic	+ regularAttack(GameCharacter opponent):voic	+ regularAttack(GameCharacter opponent):voic	+ regularAttack(GameCharacter opponent)
pponent):voic	+ specialAttack(GameCharacter opponent):voic	+ specialAttack(GameCharacter opponent):voic	+ specialAttack(GameCharacter opponent
<i>l</i> '	+ getName():String	+ getName():String	+ getName():String
1	+ setName():void	+ setName():void	+ setName():void
1	+ toString():String	+ toString():String	+ toString():String
1	+ getSpecialSkill():String	+ getSpecialSkill():String	+ getSpecialSkill():String
1	+ getHealthPoints():int	+ getHealthPoints():int	+ getHealthPoints():int
		:	1





int health\_poirint maxHealth

- int maxmealth

- double hit\_acc

- int damage\_m

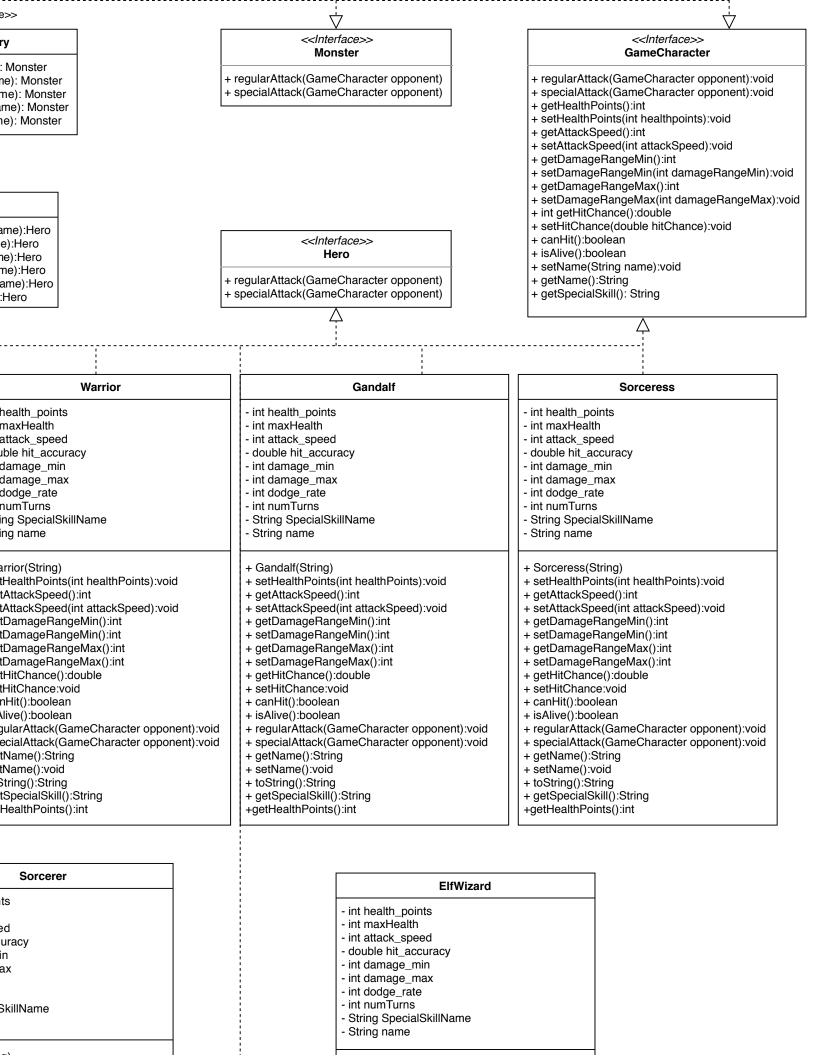
- int damage\_m

- int dodge\_rate

- int numTurns

- String Specials

- String name



+ Sorcerer(Strin
+ setHealthPoin
+ getAttackSpee
+ setDamageRa
+ setDamageRa
+ setDamageRa
+ setDamageRa
+ setHitChance
+ setHitChance
+ canHit():boole
+ isAlive():boole
+ regularAttack(
+ specialAttack(
+ spetName():Strin
+ setName():Strin
+ getSpecialSki
+ getHealthPoin

ts(int healthPoints):void ed():int ed(int attackSpeed):void angeMin():int angeMin():int angeMax():int angeMax():int ():double void an an GameCharacter opponent):void GameCharacter opponent):void ing d ll():String s():int

- + ElfWizard(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
- + isAlive():boolean
- + regularAttack(GameCharacter opponent):void
- + specialAttack(GameCharacter opponent):void
- + getName():String
- + setName():void
- + toString():String
- + getSpecialSkill():String
- +getHealthPoints():int