Po włączeniu symulacji w świecie wybierany jest cel podróży gracza. W świecie są bandyci, handlarze. Po spotkaniu bandyty następuje starcie, po spotkaniu handlarza następuje handel. Gracz może wybierać następne kraje do których chce się udać.

Classname: Bandit	
Superclass: GameObject Subclass: none	

Responsibilities:
    • Interact with player
    • Interact with merchant
	Collaboration:
	GameObject

Classname: Player	
Superclass: none Subclass: none	

Responsibilities:
    • Interact with bandit
    • Interact with merchant
	Collaboration:
	GameObject

Classname: Merchant	
Superclass: none Subclass: none	

Responsibilities:
    • Interact with player
    • Interact with bandit
	Collaboration:
	GameObject

Classname: Country	
Superclass: none Subclass: none	
Responsibilities: • Give neighbours	Collaboration: none

Classname: BanditEncountersMerchant	
Superclass: none Subclass: none	
Responsibilities: • Decide interaction with merchant	Collaboration: GameRule Merchant Bandit

Classname: BanditMove	
Superclass: none Subclass: none	
Responsibilities: • Move bandit on the map	Collaboration: GameAction

Classname: FixedGameState	
Superclass: none Subclass: none	
Responsibilities: • Create world map • Put objects in world map	Collaboration: GameRule, Country, Player Merchant GameStateHolder Bandit

Classname: GameObjectFinder	
Superclass: none Subclass: none	
Responsibilities: • Find game objects	Collaboration: Player,Merchant,Bandit

Classname: GameRunner	
Superclass: none Subclass: none	
Responsibilities: • Run game	Collaboration: GameStateHolder

Classname: GameStateHolder	
Superclass: none Subclass: none	
Responsibilities: • Check game conditions • Get destination • Find player • Apply game actions	Collaboration: GameRule Country GameObjectFinder

Classname: PlayerEncountersBandit	
Superclass: none Subclass: none	
Responsibilities: • Decide interaction between player and bandit	Collaboration: GameRule GameObject GameObjectFinder, GameAction

Classname: PlayerEncountersMerchant	
Superclass: none Subclass: none	
Responsibilities: • Decide interaction with merchant	Collaboration: GameRule GameObjectFinder Player, UserPrompter

Classname: PlayerFightsBandit	
Superclass: none Subclass: none	
Responsibilities: • Decide the fate of player and bandit	Collaboration: GameAction GameObjectFinder

Classname: PlayerMove	
Superclass: none Subclass: none	
Responsibilities: • Move player in the world	Collaboration: GameAction GameObjectFinder UserPrompter

Classname: UserPrompter	
Superclass: none Subclass: none	
Responsibilities: • Prompt player dealing with merchant • Prompt player to move	Collaboration: Country