UML 2/25

Person

+ Say(String) // display text in UI
+ OtherThanAtSamePlace()
+ OtherPeopleAtSamePlace()
+ LookAround() //
+ PublicListPossessions()
+ Read(Scroll scroll)
+ HaveF()
+ MoveToPlace(Place newPlace)
+ go(String direction)
+ take(Thing thing)
+ give(Thing thing, Person person)
+ nose(Thing thing)
+ greet(List<Person> people)
+ toString()

- String Name
- Place place
- List<Thing> Possessions

+ getName()
+ setName(String name)
+ setPlace()
+ setPossessions()

Auto person

+ act()
+ maybeAct()
+ getResistity()

- int threshold
- int realessness

Witch

+ act()
+ Curse(Person person)
+ turnIntoFrog(Person person)

- Place pond

---

ghost

+ act()
+ maybeAct()
+ greet(List<Person> people)
+ possess(Person Target)
+ turnIntoSoul(Person Target)

---

wizard

+ act()
+ main()

- Place Chamber

int turnCount
- Place scWur
- bool hasPossessed
- Person victim

Place
- String Name
- Map <string, Place> NeighborMap
- List <Thing> contents
- List <person> occupants>
+ exits()
+ neighbors()
+ neighborTowards (String direction)
+ addNewNeighbor (String direction, Place newNeighbor)
+ gain (Thing thing)
+ gain (Person person)
+ lose (Thing thing)
+ lose (Person person)
+ toString()

Scroll
+ beRead()
+ scrollIn (Place place)

Thing
- String Name
- Person Owner
+ getName()
+ setName (String name)
+ getOwner()
+ setOwner (Person owner)
+ isOwned()
+ becomeOwned()
+ toString()