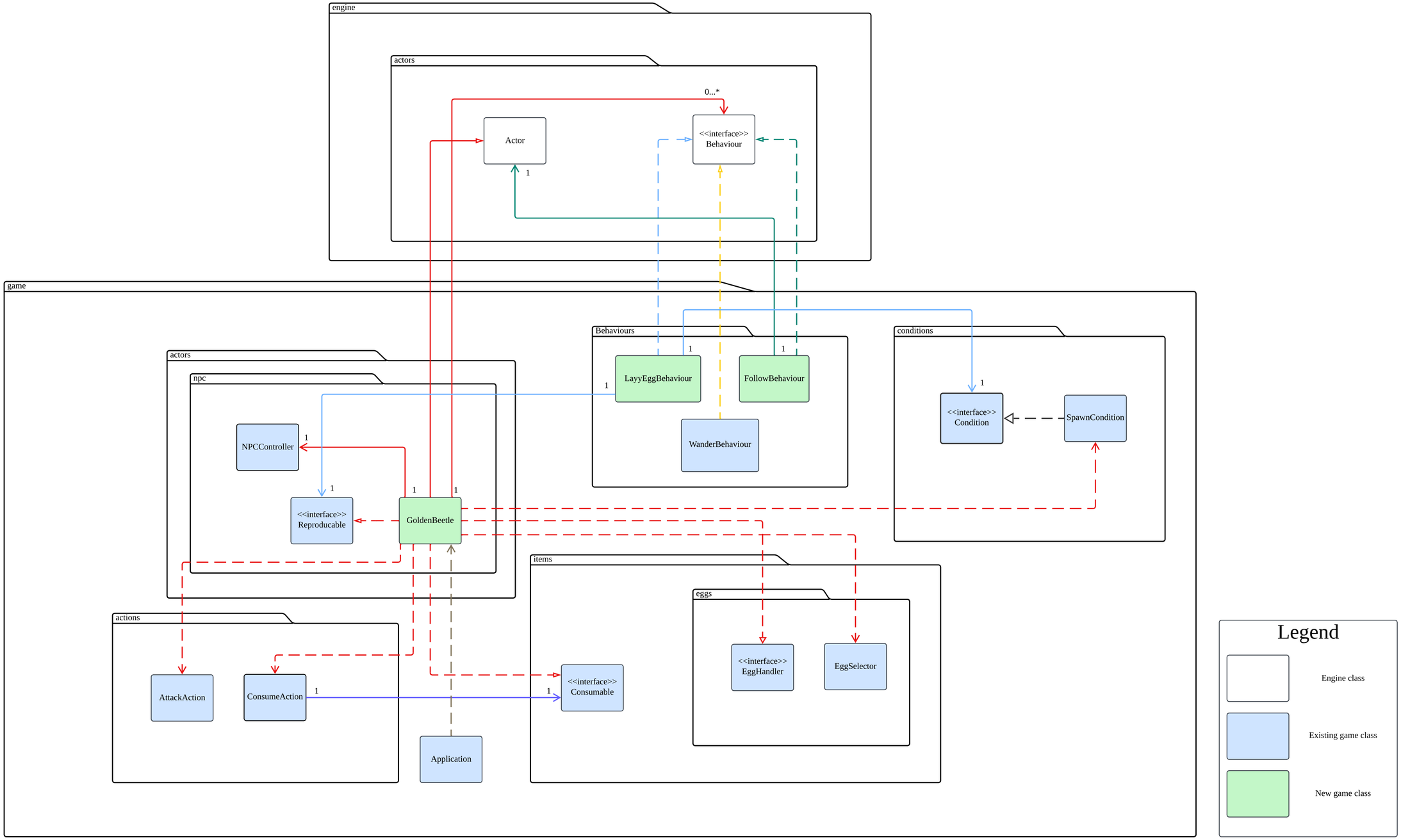
engine
actors
0...*
Actor
<<interface>>
Behaviour
1
game
actors
npc
NPCController
1
1
<<interface>>
Reproducable
1
GoldenBeetle
1
Behaviours
1
1
1
LayyEggBehaviour
FollowBehaviour
WanderBehaviour
conditions
1
<<interface>>
Condition
SpawnCondition
items
eggs
<<interface>>
EggHandler
EggSelector
<<interface>>
Consumable
1
actions
AttackAction
ConsumeAction
1
Application
Legend
Engine class
Existing game class
New game class