

## Description of class relationships

Game: necessarily contains the Player, Storehouse, and Map classes

Player: necessarily contained by Game.

Map: contains the Point class and necessarily contains the Location class

Point: contained by the Map class

Location: necessarily contained by the Map class

Storehouse: necessarily contained by the Game class. Contains the Author (one to many), InventoryItem, Provision, and Animal classes.

Author: contained by the Storehouse class.

InventoryItem: contained by the Storehouse class, and contains Item Type and Condition. Animal and Provision are both subclasses of this class.

Item Type: contained by InventoryItem.

Condition: contained by InventoryItem.

Provision: contained by Storehouse, subclass to InventoryItem.

Animal: contained by Storehouse, subclass to InventoryItem.