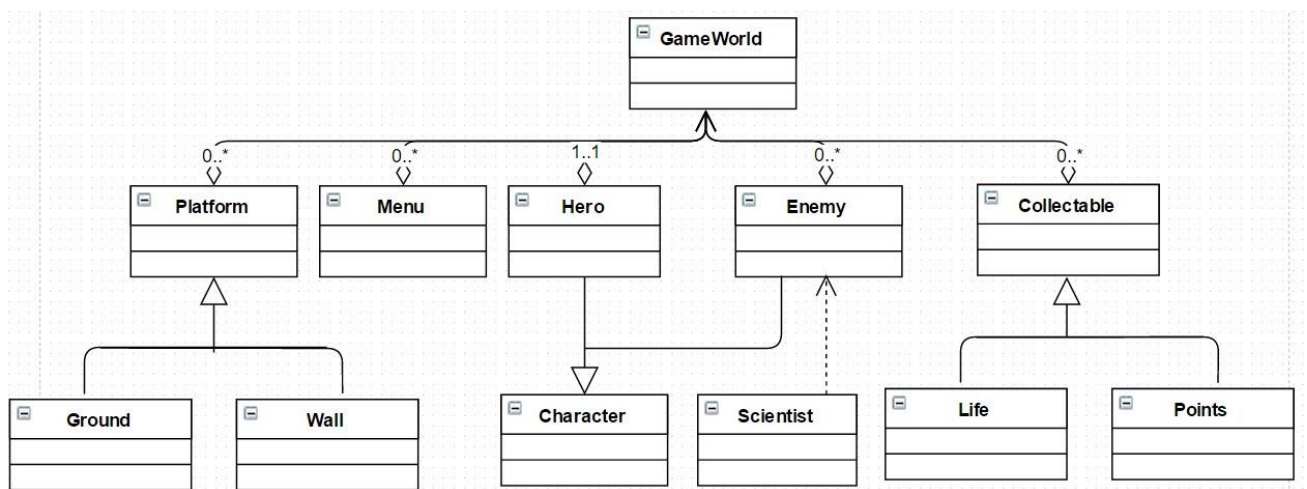


# SE306 Project Plan – Team 'I <3 ROS'

## Domain Model



- 'GameWorld' contains several different objects which make up the world
- 'Collectable' class allows implementation of more collectable items in the future (e.g. power-ups)
- 'Hero' and 'Enemy' share common behaviour from 'Character', as do 'Ground' and 'Wall' from 'Platform'