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| --- |
| Game |
| +Player  +Location |
| StartGame();void  Login();void  SelectChar();void  GameMenu();void |

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| --- |
| Player |
| +Inventory |
| initializeCharacter();void  Stats();void |

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| --- |
| Obstacle |
|  |
|  |

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| --- |
| <<Abstract>>  Location |
| +player:Player  +Name:String |
| +Location();void  -getLocation:Boolean |

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| --- |
| Inventory |
|  |

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| --- |
| <<Abstract>>  NormalLoc |
| +getLocation();Boolean |

|  |
| --- |
| <<Abstract>>  BattleLoc |
| +obstacle:Obstacle |
| +BattleLoc(Obstacle o)  +getLocation():Boolean  +Combat():void |

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| --- |
| BasicLevelBattleMap |
| New Monsters |

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| --- |
| SafeHouse |
| +getLocation();Boolean |

|  |
| --- |
| ToolStore |
| +getLocation();Boolean  +menu();void  +buy():void |

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| --- |
| EventSpeacialBattleMap |
| New Monsters |

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| --- |
| HardLevelBattleMap |
| New Monsters |

|  |
| --- |
| MiddleLevelBattleMAp |
| New Monsters |