

edu.monash.fit2009.engine

DropltemAction

<<interface>>
Weapon

IntrinsicWeapon

Item

Actor

GameMap

Action

Actions

PickUpItemAction

1

game

0..*

AttackAction

AttackBehaviour

BiteAction

<<interface>>
Behaviour

SpeechBehaviour

SpeakAction

ScavengeBehaviour

Yellow items are edited/new classes

