

ClassName : Hero (Abstract)	
SuperClass : Character Subclass(es) : none	
Responsibilities: <ul style="list-style-type: none"> •getInstance •attack •walk 	Collaboration: <ul style="list-style-type: none"> •Item •ItemFactory •Character •Inventory

ClassName : Character (Abstract)	
SuperClass : Hero Subclass(es) : Enemy	
Responsibilities:	Collaboration: <ul style="list-style-type: none"> •PlayStage •Enemy •Hero

ClassName : Stage	
SuperClass : none Subclass(es) : Graveyard, GoblinCave, SpiderNest	
Responsibilities:	Collaboration: <ul style="list-style-type: none"> •Graveyard •GoblinCave •SpiderNest

ClassName : Enemy (Interface)	
SuperClass : Character(Abstract) Subclass(es) : Skeleton, Goblin, Spider	
Responsibilities: <ul style="list-style-type: none"> •specialWeapon •health •getInstance 	Collaboration: <ul style="list-style-type: none"> •Skeleton •Goblin •Spider

ClassName : Inventory	
SuperClass : none Subclass(es) : none	
Responsibilities:	Collaboration: <ul style="list-style-type: none"> •Item •Hero

ClassName : Item (Interface)	
SuperClass : none Subclass(es) : Armor Weapon	
Responsibilities:	Collaboration: <ul style="list-style-type: none"> •Armor •Weapon

ClassName : Armor	
SuperClass : Item Subclass(es): none	
Responsabilities:	Collaboration: <ul style="list-style-type: none"> •Item

ClassName : Weapon	
SuperClass : Item Subclass(es): none	
Responsabilities:	Collaboration: <ul style="list-style-type: none"> •Item

ClassName : ItemFactory	
SuperClass : none Subclass(es): ArmorFactory, WeaponFactory	
Responsibilities: <ul style="list-style-type: none"> •CreateItem •CreateRandomItem 	Collaboration: <ul style="list-style-type: none"> •ArmorFactory •WeaponFactory

ClassName : ArmorFactory	
SuperClass : ItemFactory Subclass(es): none	
Responsibilities: <ul style="list-style-type: none"> •CreateItem •CreateRandomItem 	Collaboration: <ul style="list-style-type: none"> •ItemFactory

ClassName : WeaponFactory	
SuperClass : ItemFactory Subclass(es): none	
Responsibilities: <ul style="list-style-type: none"> • CreateItem • CreateRandomItem 	Collaboration: <ul style="list-style-type: none"> • ItemFactory

ClassName : Skeleton	
SuperClass : Enemy Subclass(es): none	
Responsibilities:	Collaboration: <ul style="list-style-type: none"> • Enemy

ClassName : Goblin	
SuperClass : Enemy Subclass(es): none	
Responsabilities:	Collaboration: <ul style="list-style-type: none"> •Enemy

ClassName :Spider	
SuperClass : Enemy Subclass(es): none	
Responsabilities:	Collaboration: <ul style="list-style-type: none"> •Enemy

ClassName : StageFactory	
SuperClass : Subclass(es):	
Responsibilities:	Collaboration:

ClassName : StageManeger	
SuperClass : PlayStage Subclass(es): none	
Responsibilities:	Collaboration:
	<ul style="list-style-type: none"> •Stage •StageFactory •PlayStage

ClassName : PlayStage	
SuperClass : none Subclass(es): StageManeger	
Responsabilities:	Collaboration: <ul style="list-style-type: none"> •StageManager •Character

ClassName : Graveyard	
SuperClass : StageFactory Subclass(es): none	
Responsabilities:	Collaboration: <ul style="list-style-type: none"> •Stage •StageFactory

ClassName : GoblinCave	
SuperClass : Stage Subclass(es): none	
Responsabilities:	Collaboration: <ul style="list-style-type: none"> •Stage •StageFactory

ClassName : SpiderNest	
SuperClass : Stage Subclass(es): none	
Responsabilities:	Collaboration: <ul style="list-style-type: none"> •Stage •StageFactory