| Terrain | |
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| This is a superclass that contains basic properties for terrain. An Enemy or Player cannot normally move on-to some terrain blocks. **Author:** Sindiso Sibanda **Super class**: Object **Sub class:** Wall, Fire, Water, Floor | |
| **Responsibilities:** Transform, Halt | **Collaborators:** Player, Enemy |

| Wall | |
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| This is a subclass which contains information about a wall. Player or Enemy types cannot walk on this block **Author:** Sindiso Sibanda **Super class:** Terrain | |
| **Responsibilities:** Block | **Collaborators:** Water, Fire |

| Fire | |
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| This is a subclass which contains information about a fire block. This will kill the player when walked on unless they have Fireboots **Author:** Sindiso Sibanda **Super class:** Terrain | |
| **Responsibilities:** Kill CheckBoots | **Collaborators:** Floor, FireBoots |

| Water | |
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| This is a subclass which contains information about a water block. This will kill the player when walked on unless they have Flippers **Author:** Sindiso Sibanda **Super class:** Terrain | |
| **Responsibilities:** Kill CheckFlippers | **Collaborators:** Floor, Flippers |

| Floor | |
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| This is a subclass which contains information about blank terrain. Player and Enemy types can walk freely on this block **Author:** Sindiso Sibanda **Super class:** Terrain | |
| **Responsibilities:** Kill Check | **Collaborators:** Water, Fire, Player, Enemy |