

Door:**Author:** Noah Stebbings

This class is a general class that simply acts as a superclass to the two door types, containing basic methods for player interaction

Superclass: Object**Subclasses:** KeyDoor, TokenDoor**Responsibilities:** Open**Collaborations:** Player, Enemy,**KeyDoor:****Author:** Noah Stebbings

This class contains more specific information about the door, such as what colour key is required.

Superclass: Door**Subclasses:****Responsibilities:** DoorColour, Requirements**Collaborations:** Player**TokenDoor:****Author:** Noah Stebbings

This class contains more specific information about the door, such as the number of tokens needed to open it.

Superclass: Door**Subclasses:****Responsibilities:** Requirements**Collaborations:** Player**Useable:****Author:** Noah Stebbings

This class is a general class for tiles the player can interact with

Superclass: Object**Subclasses:** Goal, Teleporter**Responsibilities:** Interact**Collaborations:** Player, Enemy**Goal:****Author:** Noah Stebbings

This class acts as the end goal for the player, if the player meets the requirements, the next level is started.

Superclass: Useable**Subclasses:****Responsibilities:** Requirements, NextLevel**Collaborations:** Player**Teleporter:****Author:** Noah Stebbings

This class will teleport the player to its linked teleporter when the player stands on it.

Superclass: Useable**Subclasses:****Responsibilities:** TeleportPlayer,
LinkedTeleporter**Collaborations:** Player, Teleporter