230 CRC DIAGRAMS

Object	
Responsibilities	**Collaborators**
• Contain information about an object such as if it's *moveable* or not • Contain information on whether or not an object is *collectable* or not • Contain information on whether or not an object is able to be walked over, true for player and false for enemy in some instances • Has **abstract** *draw* method, as all objects must be drawn	Body, Item, Terrain, door, useable

*Items could just connect straight to object I can't think of much item would do that object wouldn't

Item	
Responsibilities	**Collaborators**
• Keeps track of which items have been collected • Holds a method *redraw* that changes a cell from whatever it was to a blank cell, will change the cells ability to walked on for enemies once and item has been collected	Player, Token, Key, Equipment, Object

Token	
Responsibilities	**Collaborators**
• Contains a more accurate draw method • Has a 'collect' method that will call the redraw method in the **item** class, and will interact with player's inventory class, adding item to it. • Boolean *collected* will change to true, allowing enemies to walk over item	Player, Door, Item

Key	
Responsibilities	**Collaborators**
• Contains more accurate draw method • *KeyColour* holds the colour of the key • Has a 'collect' method that will call the redraw method in the **item** class, and will interact with player's inventory class, adding item to it. • Boolean *collected* will change to true, allowing enemies to walk over item	Door, Player, Item

Flippers	
Responsibilities	**Collaborators**
• Contains more accurate draw method • Has a 'collect' method that will call the redraw method in the **item** class, and will interact with player's inventory class, adding item to it. • Boolean *collected* will change to true, allowing enemies to walk over item	Item, Player

Fire boots	
Responsibilities	**Collaborators**
• Contains more accurate draw method • Has a 'collect' method that will call the redraw method in the **item** class, and will interact with player's inventory class, adding item to it. • Boolean *collected* will change to true, allowing enemies to walk over item	Item, Player