

Terrain	
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: Passable	Collaborators: Player, Enemy

Wall	
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	
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	
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	
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