Room

- name: String
- exits: String[]

+ method(type): type

Player

- xPos: int
- yPos: int
- cash: int
- inventory: ArrayList

+ move()

Item

- name: String
- price: int
(- description: String)

+ method(type): type

SalesPerson

- name: String
- description: String
- cost: int
- active: boolean

+ method(type): type

—Extends— / —Extends—

Shop

- items: ArrayList
- trap: Trap

+ method(type): type

ATM

- totalCash: int
- cashOut: int

+ method(type): type

Police

- xPos: int
- yPos: int

+ method(type): type

Thief

- xPos: int
- yPos: int
- name: String
- cashDamage: int

+ method(type): type