engine

<> Item
<> Action
<> Actor
<> WeaponItem

stores 0..*

uses

game

actions

trading

PurchaseAction
SellAction
DeathAction

trader

<<interface>> Purchase
instance
MerchantKale
<<interface>> Sell

weapons

Club
Uchigatana
GreatKnife
Grossmesser
<<interface>> Purchase
<<interface>> Sellable

<<ENUM>> Status

uses

items

rune

instance
RuneManager
stores as map 0..*
<<interface>> IRune

utils

instance
RandomNumberGenerator

characters

enemies

skeletons

HeavySkeletalSwordsman
PileOfBones

dog

LoneWolf

seacreatures

GiantCrab

players

Player

Req 2
Some relationships between entities shown on previous UML diagrams in this document are not repeated here.

OLD Classes are represented using the colour of this box.

CL_AppliedSession11_Group1
Harshath Muruganantham
Ziheng Liao
Ho Seng