Game	
- Add and remove player - Records whether the player is still in game. - Check game status for each of player - Find location to place player - Move player - Player pick up and drop down a item - Player use item which in player's inventory - Check player has authority to unlock to other level - Enter to other level - clock tick for each action - connect with server	Player Level

Moving Character	
- Holds speed character is moving - and directions - type of Npcs - Holds strategy is used	Level Location strategy

Player	
- Loss life when user walking to to invalid location. - Updates coordinates when character moved. - add/remove item from player's inventory. - has special item that is able to use.	MovingCharacter Item Location Level

Point	
Represents x and y coordinates	Location

Item	
- Locate each of item - holds item description	Location Player

Fruit	
- Locate each of fruit - holds item description	item

Chest	
- Locate each of fruit - holds item description	item

Level	
- Manages a 2D array of Locations as the game level. - gets location surrounding the player. - check is valid move. - Locate player start location. - Add item on the location. - check and remove a item on this level. - Gets all moving characters	Game Location Item Level Moving Characters

Location	
- Holds type of location. - holds location coordinates	Item Moving characters

FlyStrategy	
update when NPCs called fly action from this class	strategy

LogStrategy	
update when NPCs called log action from this class	strategy

Bee	
- Interact with strategy class and determine which strategy is going to use. - Locate bee start location.	Fly strategy

Bat	
- Interact with strategy class and determine which strategy is going to use. - Locate bat start location.	Fly strategy

Log	
- Interact with strategy class and determine which strategy is going to use. - Locate Log start location.	Log strategy

Maps	
• Locate each of Maps • holds item description	item

Teasure	
• Locate each of Teasure • holds item description	item

Chest	
• Locate Chest • holds is opened and contained item • holds item description	Item

Teleporter	
• Holds the level linked to	Level