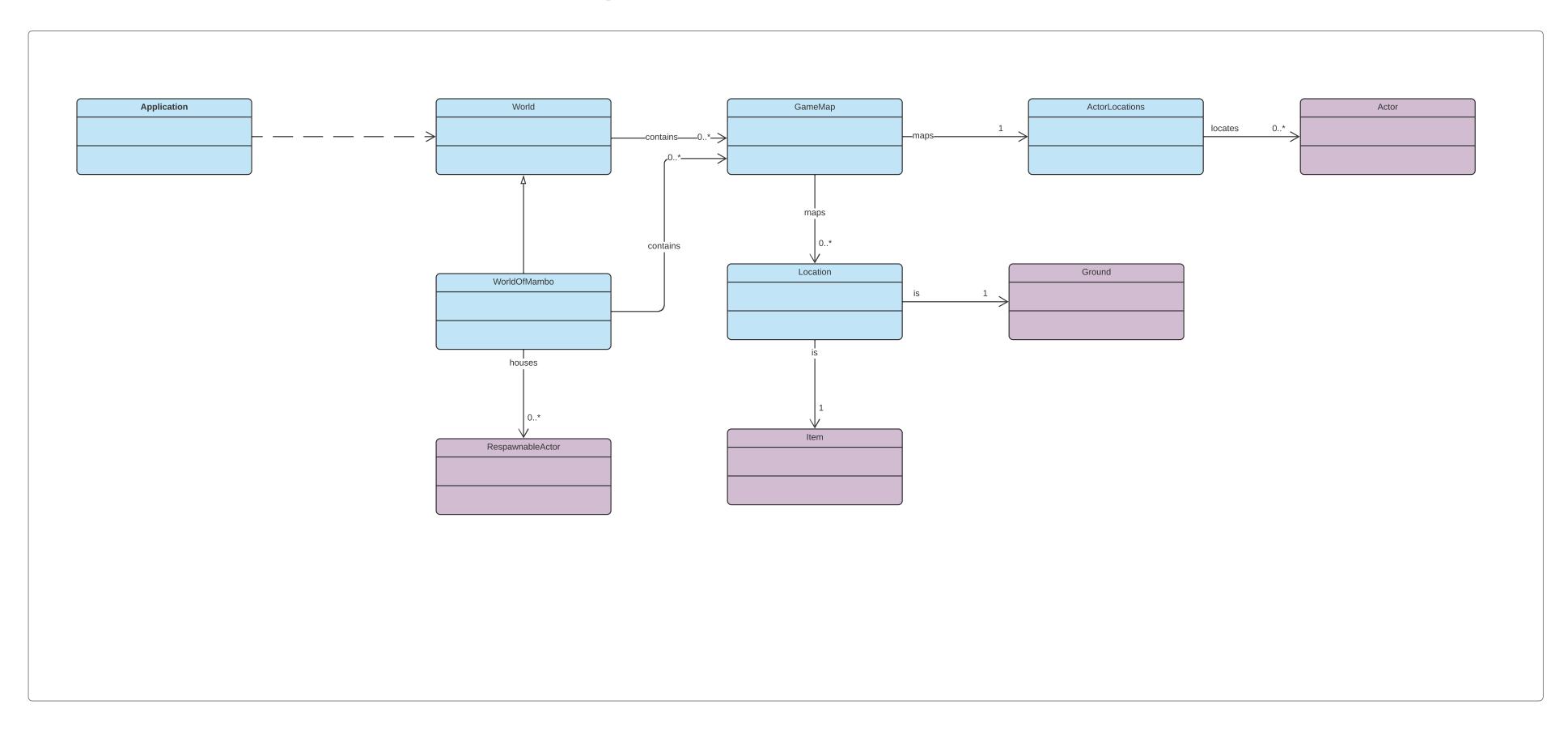# Class diagram for main/game control

COLOUR SCHEME FOR CLASS DIAGRAM

| GAME CLASSES |
| ABSTRACT CLASSES |
| ACTOR CLASSES |

Application

World

GameMap

ActorLocations

Actor

contains 0..*

maps 1

locates 0..*

0..*

contains

maps

WorldOfMambo

Location

Ground

is 1

0..*

houses

is

0..*

RespawnableActor

Item

1