

engine

positions

<<abstract>>
Ground

Location

2

actions

<<abstract>>
Action

actors

<<abstract>>
Actor

game

surfaces

Lava

<<abstract>>
HighGround

WarpPipe

1

2

actions

JumpAction

extends

TeleportAction

1

1

has

actors

enemies

<<abstract>>
Enemy

PiranhaPlant

1

has

reset

<<interface>>
Resettable

implements

implements

has