

Player (description: the person who explores the game world, and tries to find the master key)	
<ul style="list-style-type: none"> • Collect items (pick them up) • Drop items • Move around the game world • Examine items • Look to see location descriptions • Attack monsters 	<ul style="list-style-type: none"> • Item

Abstract	Item (desc: Objects in the game world that can be movable or not) MovableItem, ImmoveableItem
<ul style="list-style-type: none"> • Provide short description • Can be moved around or not (abstract method) • Be placed at a location • Can be opened or not (abstract method) 	

Interface	MovableItem (desc: Describes an item that can be moved around) Item
<ul style="list-style-type: none"> • Change item location • Whether the item is being carried by a player or not • Whether the item is a container or not • Store size of item(?) • Return size of item(?) • Perform an action 	<ul style="list-style-type: none"> • Player • Location

ImmoveableItem		Item

Key (desc: Special item that locks/unlocks once key code matches the respective lock)		MovableItem
<ul style="list-style-type: none"> • Open/lock doors • Open/lock containers • Match key code with lock code 		

Box (desc: A movable item that can hold other items)		MovableItem
<ul style="list-style-type: none">• Can open/close• Can lock/unlock• Can hold items• Has a lock code		

HealthPotion (desc: Magic item that restores player's HP)		MovableItem
<ul style="list-style-type: none">• Restore the player's health after monster attacks		