

engine

<<abstract>>
Ground

<<abstract>>
Actor

game

Application

Graveyard

1

GustOfWind

1

PuddleOfWater

1

0..*

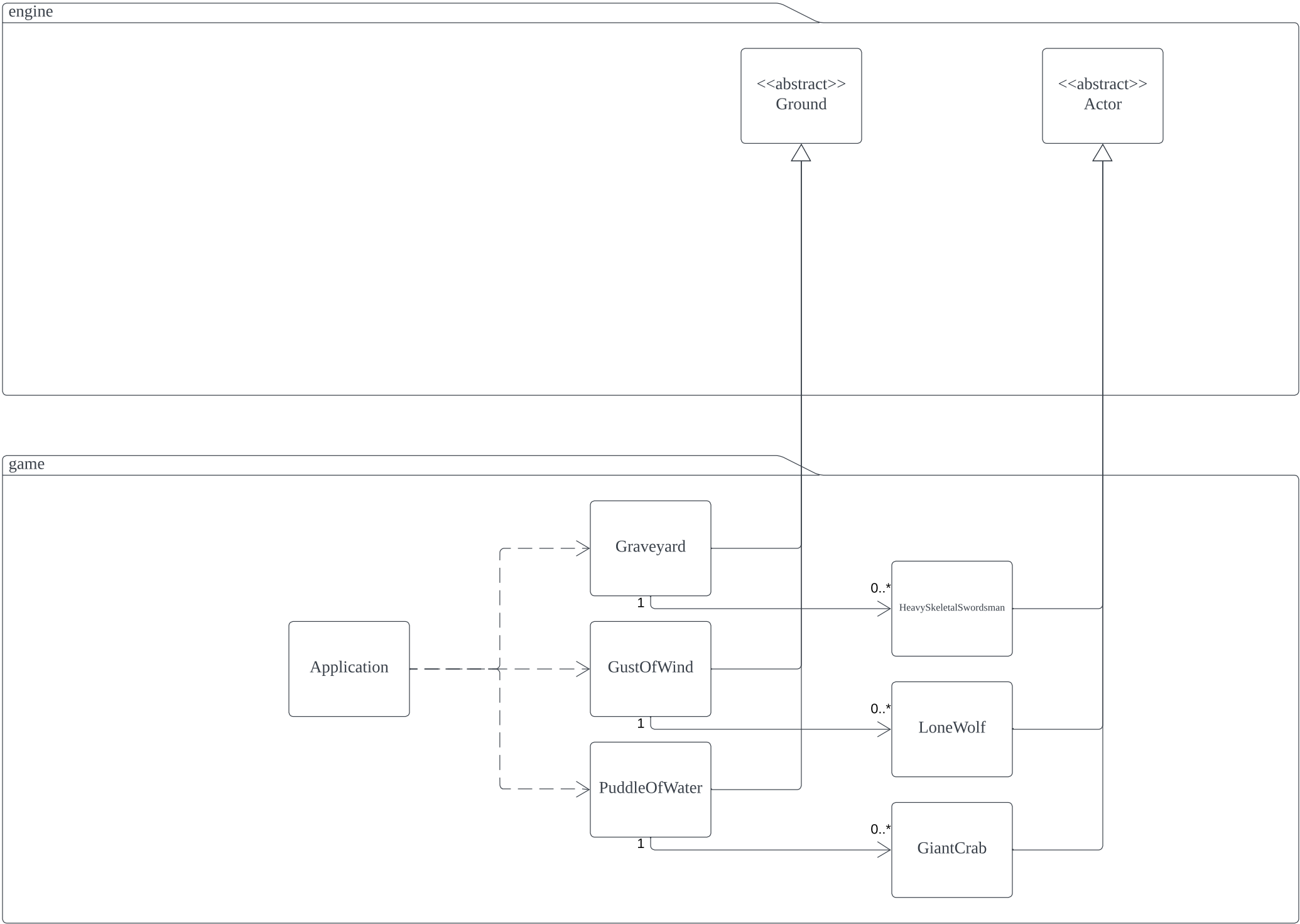
HeavySkeletalSwordsman

0..*

LoneWolf

0..*

GiantCrab



Design Rationale