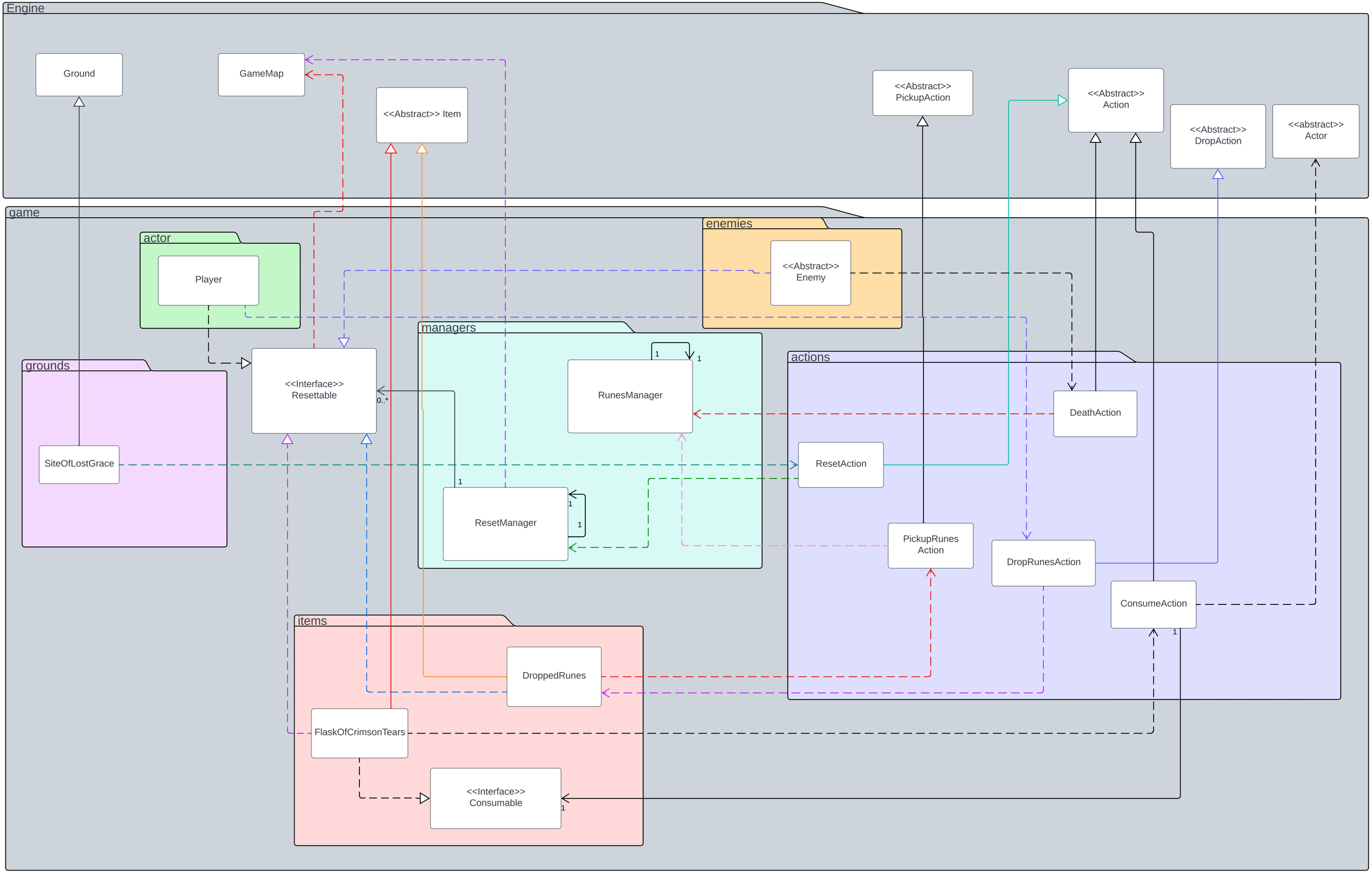
Engine
Ground
GameMap
<<Abstract>> Item
<<Abstract>> PickupAction
<<Abstract>> Action
<<Abstract>> DropAction
<<abstract>> Actor
game
actor
Player
enemies
<<Abstract>> Enemy
managers
RunesManager
ResetManager
grounds
SiteOfLostGrace
<<Interface>> Resettable
0..*
actions
DeathAction
ResetAction
PickupRunes Action
DropRunesAction
ConsumeAction
items
DroppedRunes
FlaskOfCrimsonTears
<<Interface>> Consumable
1