engine

Actor

Action

«interface»
Behaviour

Ground

environments

SpawnEnemyAction ←— decides —— **SpawnBehaviour** ←— has —— **Environment**

Extends (Action → SpawnEnemyAction)

Implements (Behaviour → SpawnBehaviour)

Extends (Ground → Environment)

Puddle of Water — Extends → Environment

Gust of Wind — Extends → Environment

Graveyard — Extends → Environment

Spawns (SpawnEnemyAction → Enemy)

Extends (Actor → Enemy)

enemies

Enemy

Class Diagram

Actor ◁—Extends— **LoneWolf**

Actor ◁—Extends— **GiantCrab**

Actor ◁—Extends— **HeavySkeletalSwordsman**

Grossmesser ▷ «abstract» **WeaponItem**

AttackBehaviour ⇠ «interface» **Behaviour**

SlamBehaviour ⇠ «interface» **Behaviour**

WanderBehaviour ⇠ «interface» **Behaviour**

FollowBehaviour ⇠ «interface» **Behaviour**

DespawnBehaviour ⇠ «interface» **Behaviour**

«abstract» **Ground** ◁—Extends— **PileOfBones**

AttackAction

AttackAllAction

DeathAction

«abstract» **Item** ◁—Extends— **Rune**

«abstract» **Action** ◁—Extends— **PurchaseRuneAction**

Actor ◁—Extends— **Trader**

«abstract» **Item** ◁—Extends— **FlaskOfCrimsonTears**

«abstract» **Action** ◁—Extends— **ConsumeAction**

«abstract» **Ground** ◁—Extends— **SiteOfLostGrace**

ResetManager

Resettable

ResetAction

«interface»

| Actor |————Extends——▷| GiantDog |

| SlamBehaviour |----▷| «interface» **Behaviour** |

| «enumeration» EnemyType |

| «interface» EnemyTypeMethods |

Weapon

- damage: Int
- accuracy: Float-

Entity

- coordinate: Pair<Int, Int>
- symbol: Char
- name: String

Enemy

- itemDrop: Weapon
- runeDropRange: Pair<Int, Int>
- hp: Int
- weapon: Weapon

+ attack() -> int
+ follow() -> void
+ despawn() -> void
+ die() -> -> void

Trader

- buyMap: Map<Weapon, Int>
- sellMap: Map<Weapon, Int>

+ buy() -> Int
+ sell() -> Int

Ground

- spawns: Enemy
- spawnRate: Float

+ moveHere() -> void
+ canMoveHere() -> bool
+ trySpawnEnemy() -> bool

Skeleton

Scimitar

SkeletonBandit

Wall

Floor

Graveyard

GustOfWind

PuddleOfWater

SiteOfLostGrace

+ rest() -> void