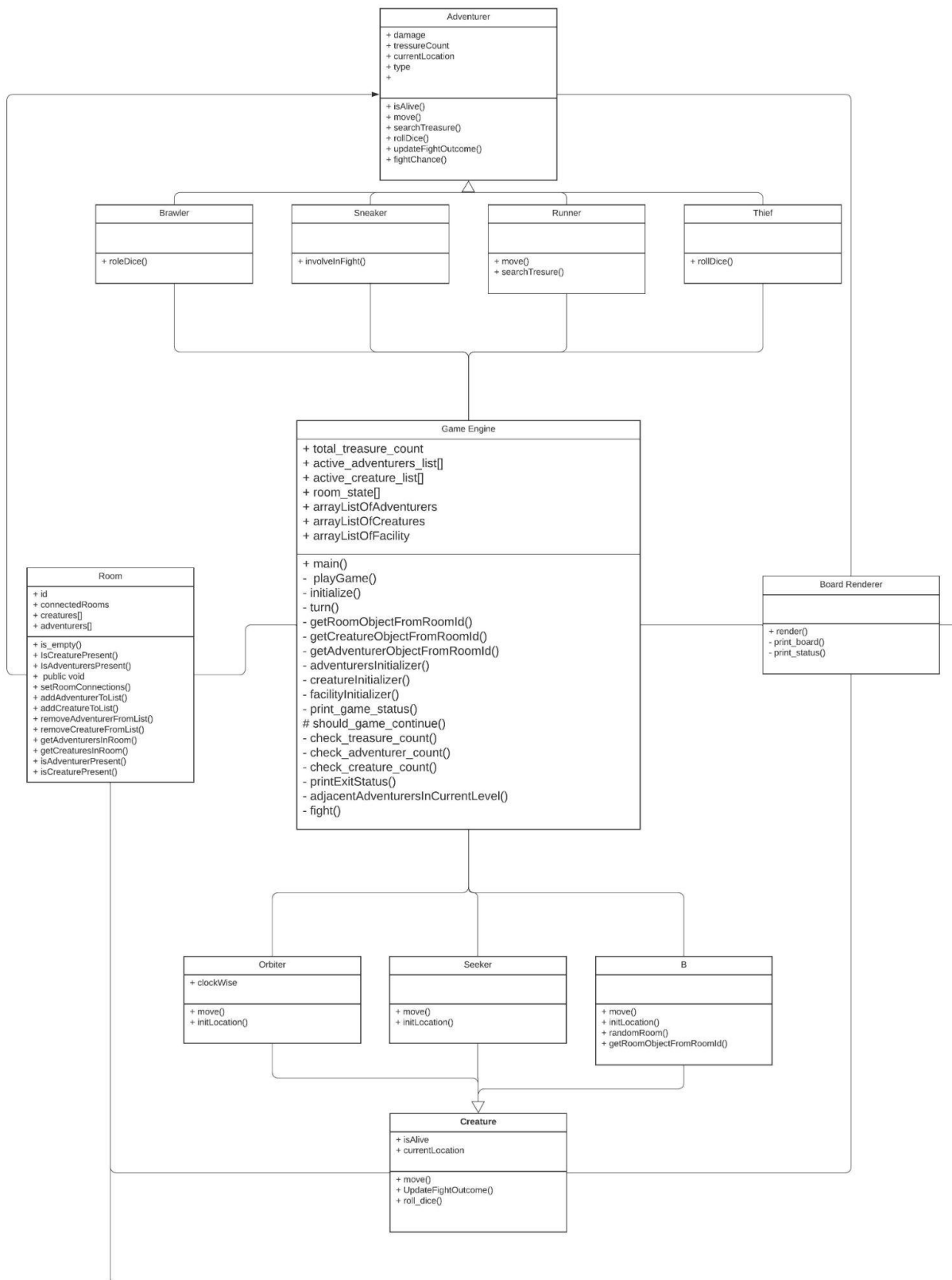


Changes made to UML diagram compared to 2.1



1. Creature class has an association with board rendered class
2. Functions added to gameEngine class:
 - a. getRoomObjectFromRoomId()
 - b. getCreatureObjectFromRoomId ()
 - c. getAdventurerObjectFromRoomId()
 - d. adventurersInitializer()
 - e. creatureInitializer()
 - f. facilityInitializer()
3. clockWise public variable is added to Orbitor
4. randomRoom() function is added to the Blinker class.
5. getRoomObjectFromRoomId function is added to the Blinker Class
- 6.
7. Additional variables added to Adventurer class:
 - a. Type
 - b. performAction
8. involveInFight function is added to sneaker class and fightChance function si removed.
9. Adventurer and Creature get the object of room class as parameter from gameEngine class.
10. Board rendered gets the room class object as a parameter from gameEngine
11. Adventurer class object is passed to Room renderer.
12. Room object is passed to render class.
13. Functions added to Room class
 - a. addAdventurerToList()
 - b. addCreatureToList()
 - c. removeAdventurerFromList()
 - d. removeCreatureFromList()
 - e. getAdventurersInRoom()
 - f. getCreaturesInRoom()
 - g. isAdventurerPresent()
 - h. isCreaturePresent()