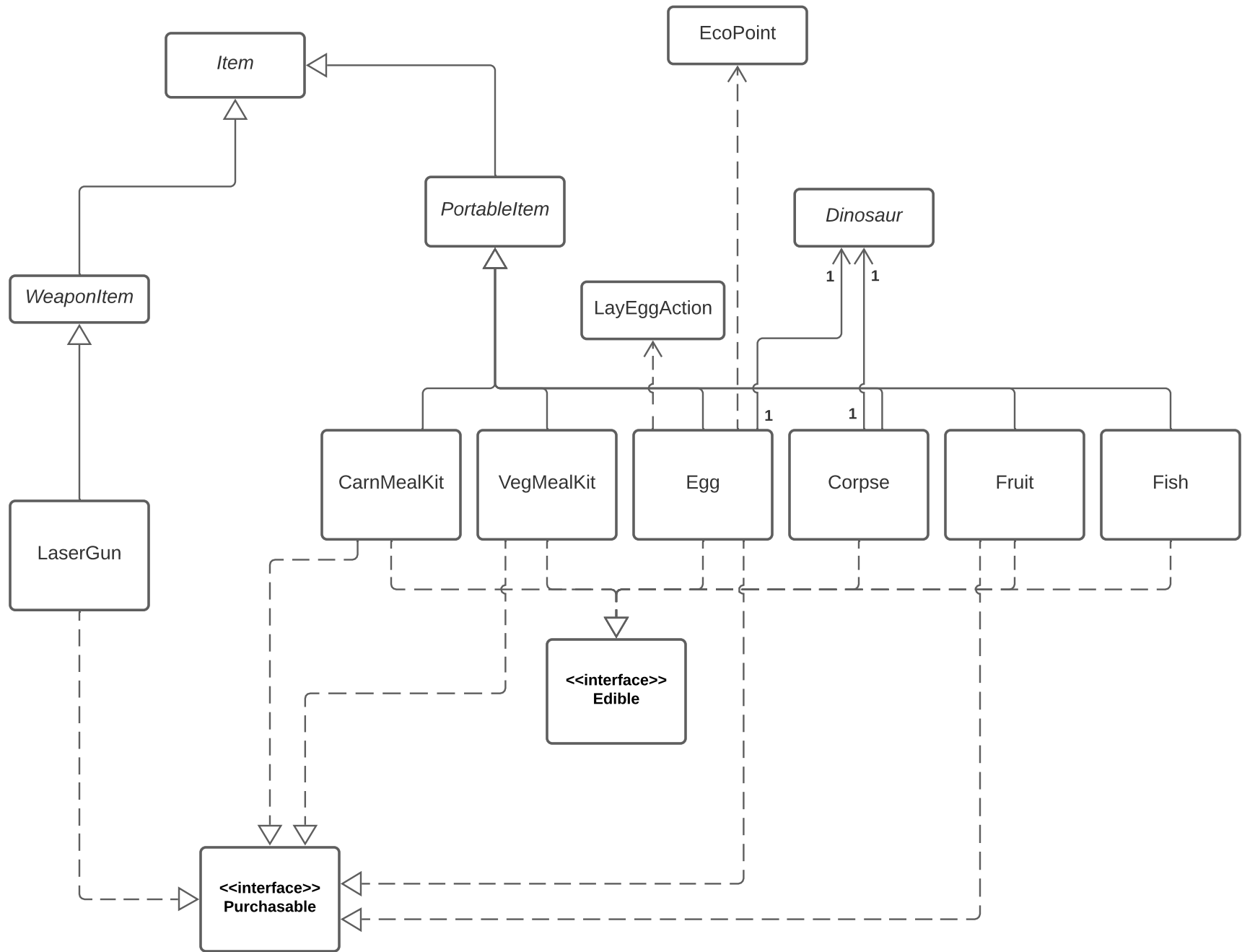
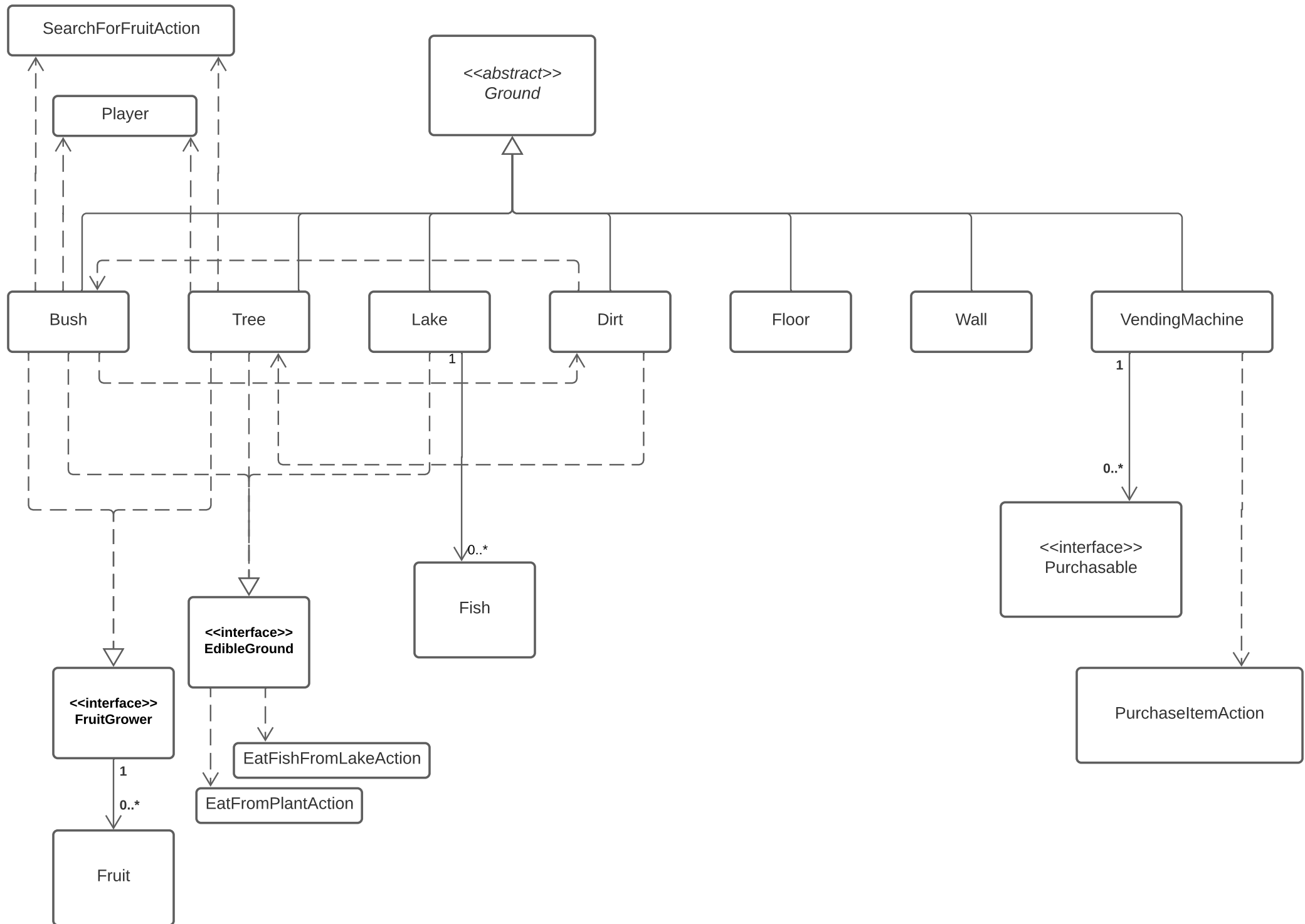


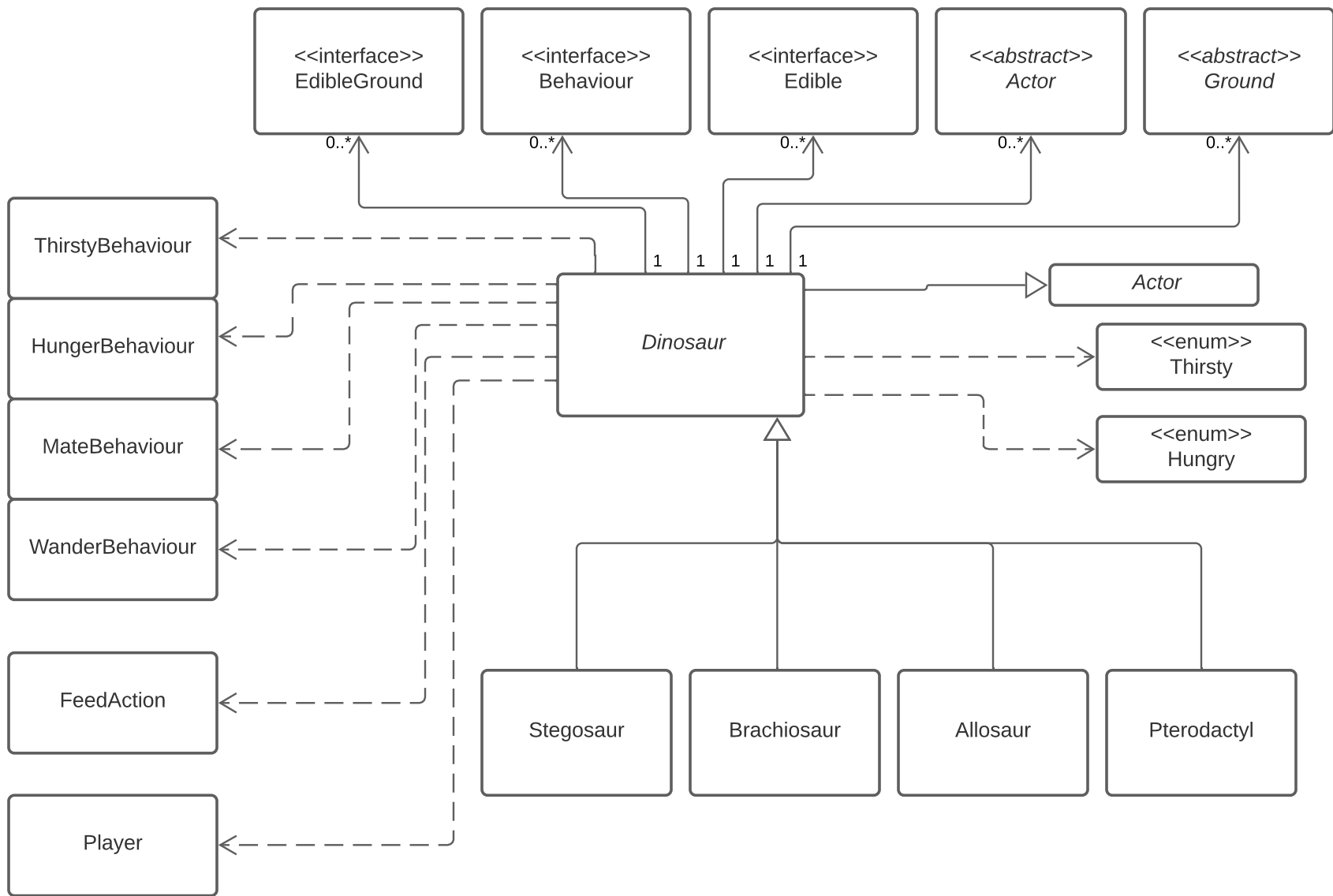
Class Diagram for Items



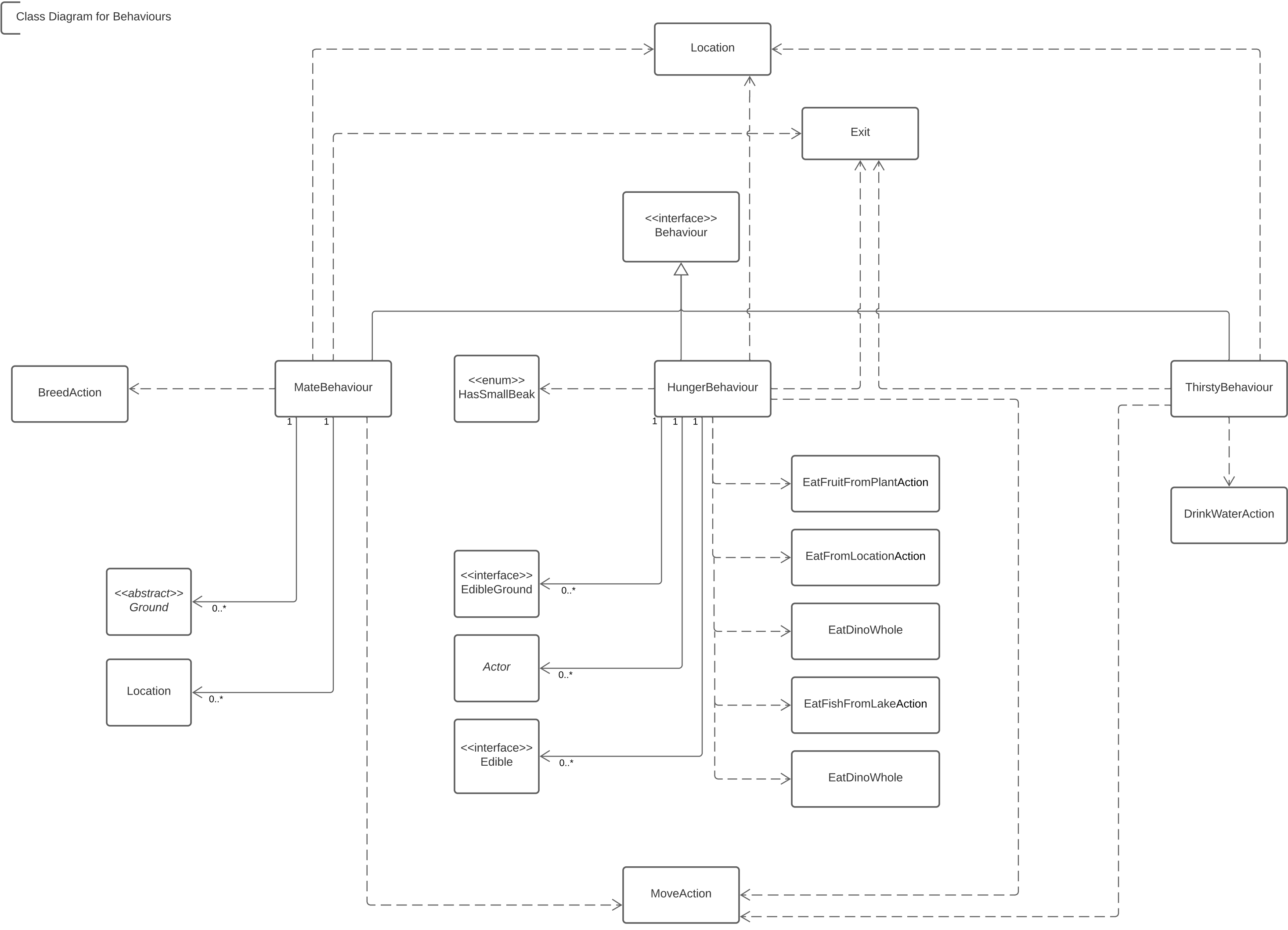
Class Diagram for Grounds



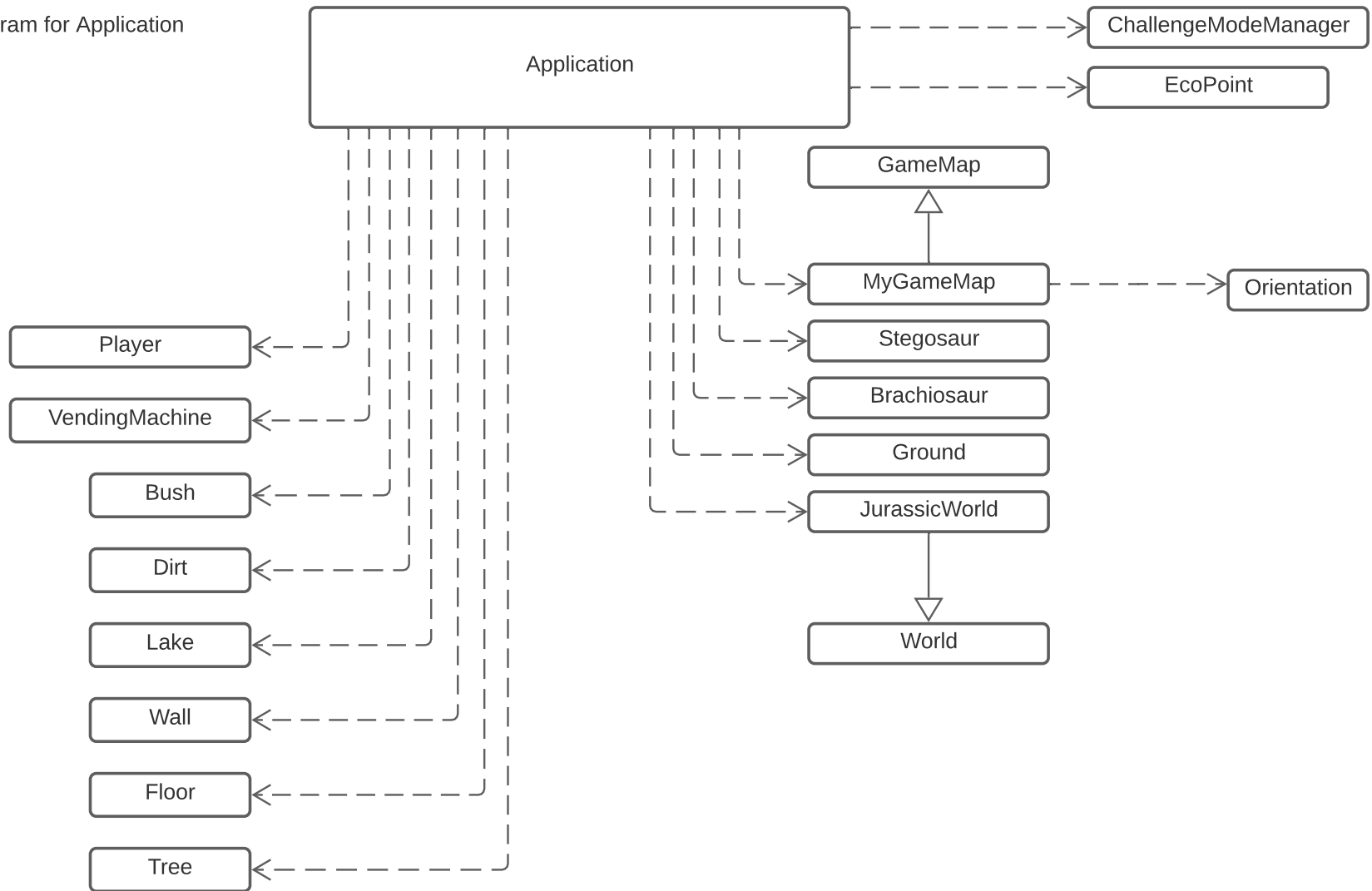
Class Diagram for Dinosaurs



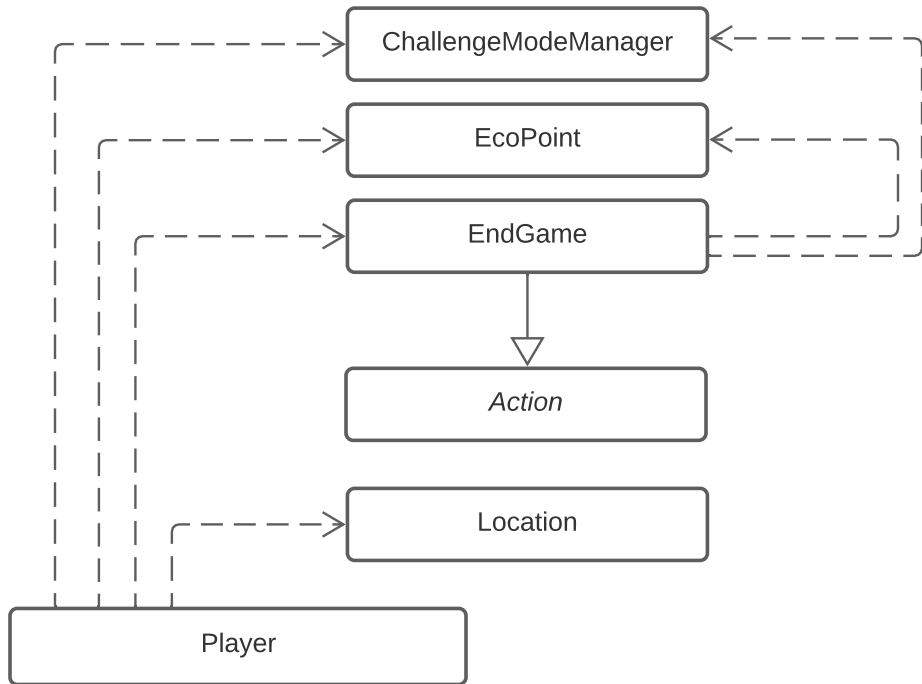
9



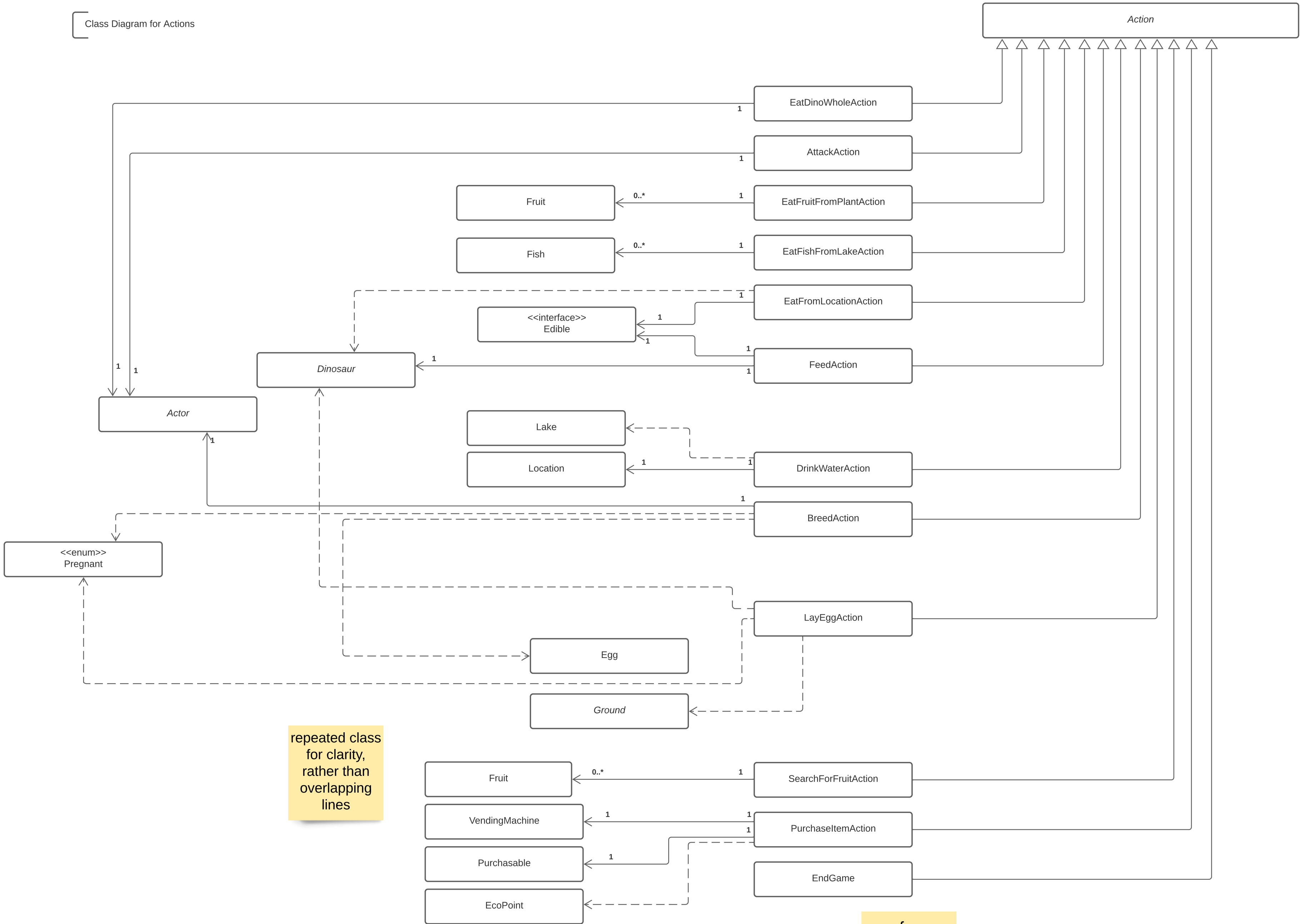
Class Diagram for Application



## Class Diagram for Player



Class Diagram for Actions



repeated class  
for clarity,  
rather than  
overlapping  
lines

for  
EndGame,  
see diagram  
6.Player