game Engine items items fountain <<abstract>> <<abstract>> Fountain Item **Health Fountain Power Fountain** Bottle 1 instantiates\_\_ actions actions fountain <<abstract>> action \_fills bottle\_1-with this DrinkAction FillBottleAction GoToFountainAction actors actors <<abstract>> <<abstract>>  ${\bf Modifiable Intrinsic Weapon Actor}$ Actor Enemy Player behaviours <<interface>>  ${\bf Goto Fountain Behaviour}$ Behaviour