REQ3 game Engine items items fountain <<abstract>> <<abstract>> Fountain Item **Health Fountain Power Fountain ▲** drinks Bottle 1 instantiates actions actions fountain <<abstract>> action \_fills bottle\_1 with this FillBottleAction DrinkAction GoToFountainAction actors actors <<abstract>> <<abstract>>  ${\bf Modifiable Intrinsic Weapon Actor}$ Actor Enemy Player behaviours <<interface>>  ${\bf Goto Fountain Behaviour}$ Behaviour