**REQ 1**

game

ground

Wall

<>
HigherGround

Dirt

trees

Sprout

enemies

Goomba

items

reset

<<interface>>
Resettable

<>
Tree

Sapling

Coin

Application

SproutSpawner

Mature

actors

Status

Koopa

engine

<>
Ground

<>
Actor

Location

GameMap

Exit