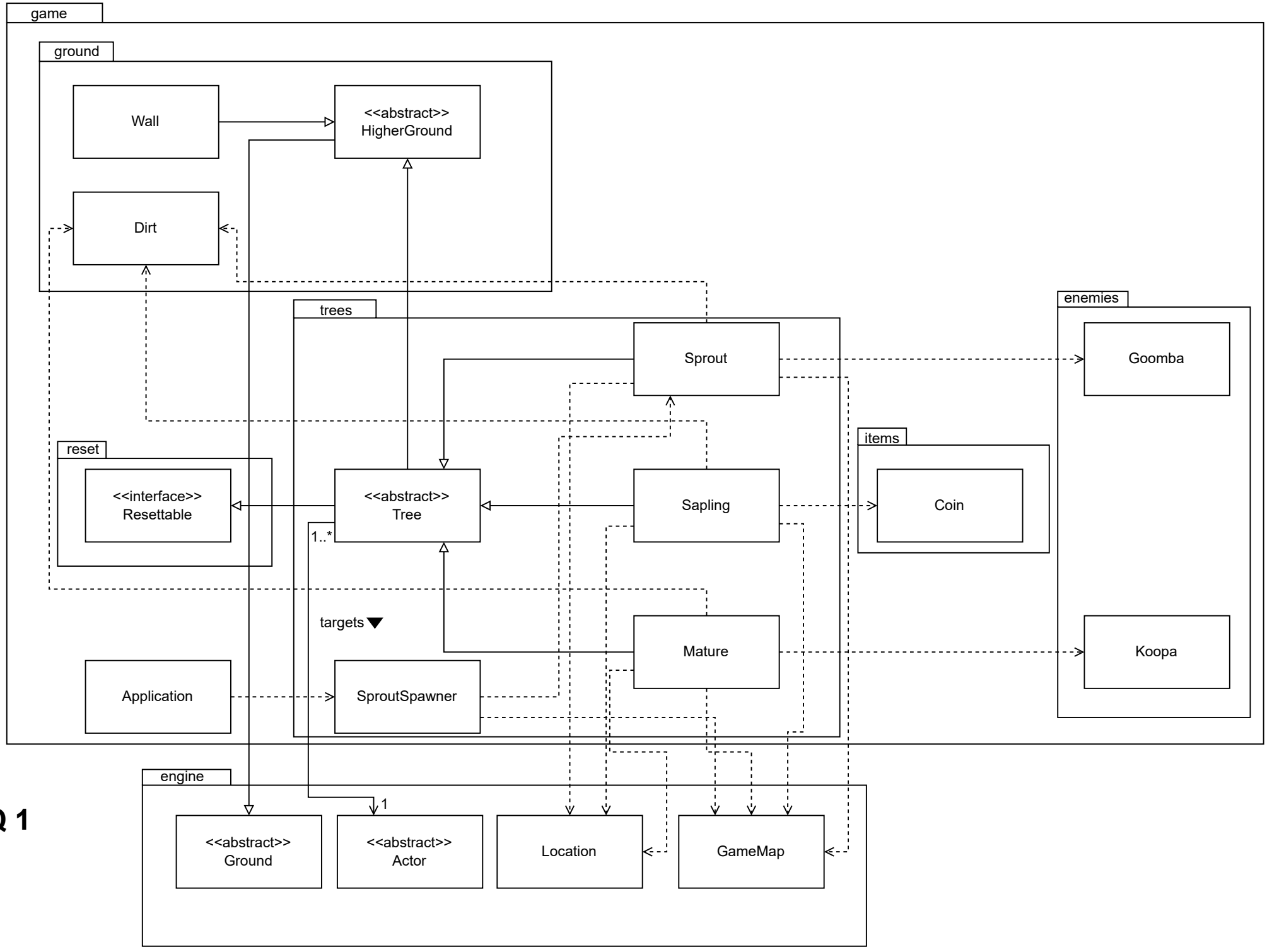
game
ground
Wall
<<abstract>>
HigherGround
Dirt
trees
Sprout
enemies
Goomba
reset
<<interface>>
Resettable
<<abstract>>
Tree
Sapling
items
Coin
1..*
targets
Mature
Koopa
Application
SproutSpawner
engine
1
<<abstract>>
Ground
<<abstract>>
Actor
Location
GameMap

REQ 1