

```
classDiagram
    package engine {
        class Actor
        class Ground["<<abstract>> Ground"]
        class Location
    }
    package game {
        package ground {
            class Lava
        }
        class DamagingGround["<<abstract>> DamagingGround"]
    }
    Actor <|-- Lava
    Ground <|-- DamagingGround
    Location <|.. DamagingGround
```

