REQ 3

game

items

fountain

```
<<abstract>>
Fountain
```

Health Fountain

Power Fountain

Bottle

actions

fountain

DrinkAction

FillBottleAction

GoToFountainAction

actors

```
<<abstract>>
ModifiableIntrinsicWeaponActor
```

Enemy

Player

behaviours

GotoFountainBehaviour

```
<<interface>>
Behaviour
```

Engine

items

```
<<abstract>>
Item
```

actions

```
<<abstract>>
action
```

actors

```
<<abstract>>
Actor
```