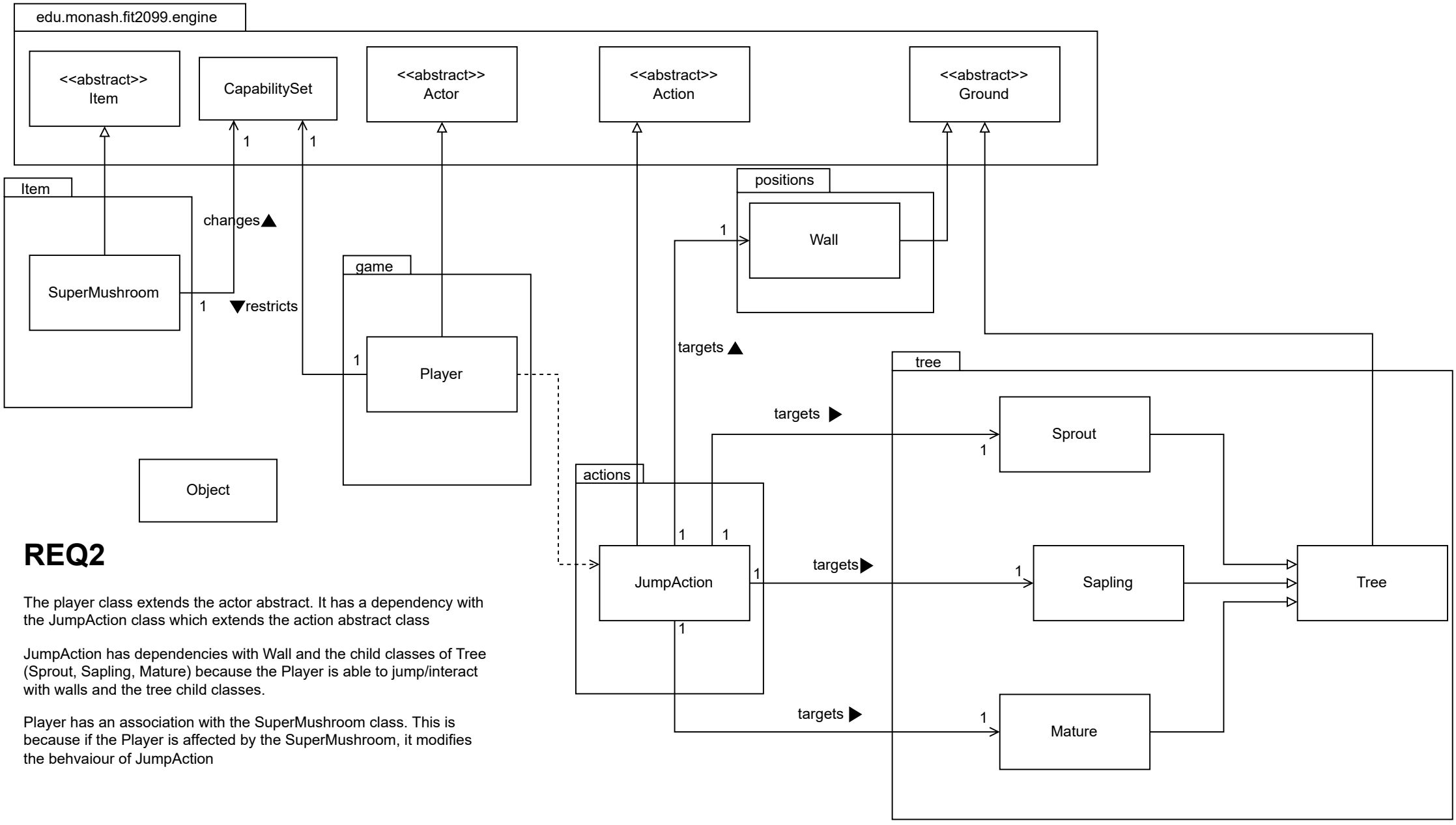

REQ2

The player class extends the actor abstract. It has a dependency with the JumpAction class which extends the action abstract class

JumpAction has dependencies with Wall and the child classes of Tree (Sprout, Sapling, Mature) because the Player is able to jump/interact with walls and the tree child classes.

Player has an association with the SuperMushroom class. This is because if the Player is affected by the SuperMushroom, it modifies the behvaiour of JumpAction