**Class Diagrams**

For each game object we will be using classes to incorporate them into the scene, below demonstrates the exact implementation planned for each class:

**Weapons:**

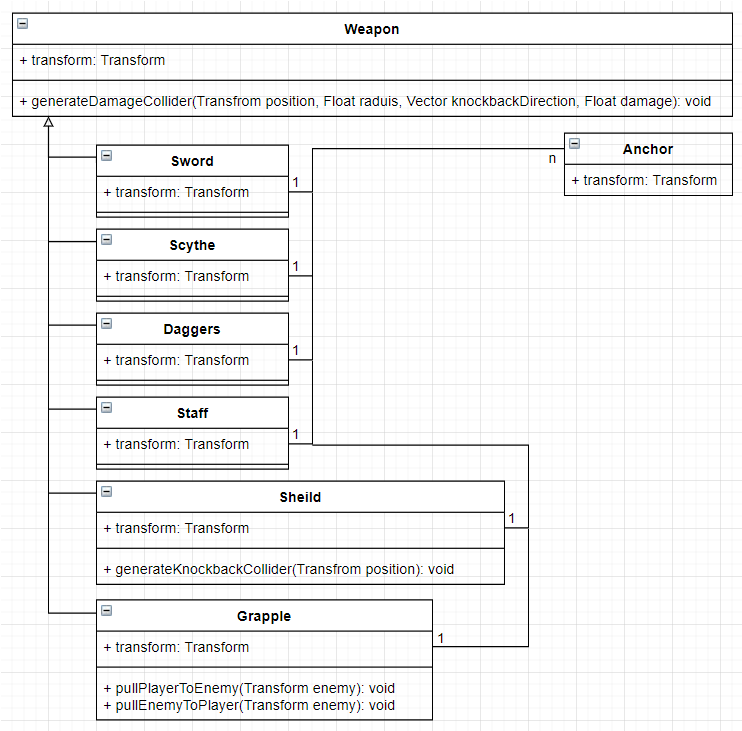
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Figure 1 - Class Diagram for player weapons