Game			
Superclass: World			
Subclasses: (non)		Deer	
		Superclass: Actor Subclasses: (non)	
Responsibilities:	Collaborators:	Sub classes.	
has-a	player	Responsibilities:	Collaborators:
has	Food (berry, corn)	Speed Speed	game
has	game animal (deer, squire)	Les - a ( point value)	player
has-a	monster manufact, squitti	has a (speed nerf)	player
has-a	powerup ,		
has-a	State (aay/night)		
	11. 9.		
Monster		Squirre	
Superclass: Actor		Cuperclass: Actor	
Subclasses: (none)		Subclasses: (nonu)	
			Collaborators:
Responsibilities:	Collaborators:	Responsibilities:	gami
"has-a" "speed)	speed (self) game	has-a (speed)	player
"has -a" (point valve)	player	has a (speed nurf)	player
		has a specia	
(20)		Corn	
Player (P.C.)		Superclass: Actor	
Player (P.C.) Superclass: Actor			
- Jaco: ACTO		Superclass: Actor Subclasses: (none)	
Superclass: Actor Subclasses: (nom)	Collaborators	Superclass: Actor Subclasses: (hone) Responsibilities:	Collaborators:
Superclass: Actor Subclasses: (now)	deer, powers, monster,	Superclass: Actor Subclasses: (none)  Responsibilities: has -a (point value)	player
Superclass: Actor Subclasses: (now) Responsibilities: has-a (speed) P.C.	deer, powers, monster,	Superclass: Actor Subclasses: (hone)  Responsibilities: has -a (point value) has -a (speed)	player gami
Superclass: Actor Subclasses: (now)  Responsibilities: has-a (speed) P.C.	Collaborators:  deer, powers, monster, squirel, gamt  corn, berry, deer, squirel	Superclass: Actor Subclasses: (none)  Responsibilities: has -a (point value)	player
Superclass: Actor Subclasses: (now) Responsibilities: has-a (speed) P.C.	deer, powers, monster,	Superclass: Actor Subclasses: (hone)  Responsibilities: has -a (point value) has -a (speed)	player gami
Superclass: Actor Subclasses: (now)  Responsibilities: has-a (speed) P.C. "has-a (speed)	deer, powers, monster,	Superclass: Actor Subclasses: (hone)  Responsibilities: has -a (point value) has -a (speed)	player gami
Superclass: Actor Subclasses: (now)  Responsibilities: has-a (speed) P.C. "has-a (speed)	deer, powers, monster,	Superclass: Actor Subclasses: (hone)  Responsibilities: has -a (point value) has -a (speed)	player gami
Superclass: Actor Subclasses: (now)  Responsibilities: has-a (speed) P.C. "has-a (speed)	deer, powers, monster,	Superclass: Actor Subclasses: (hone)  Responsibilities: has -a (point value) has -a (speed)	player gami
Superclass: Actor  Subclasses: (nom)  Responsibilities: has-a (speed) P.C.  "has-a(points) has (points) cont.	deer, powers, monster,	Superclass: Actor Subclasses: (none)  Responsibilities: has -a (point value) has -a (speed) has a (speed next)  Berry	player gami
Superclass: Actor Subclasses: (nom)  Responsibilities: has-a (speed) P.C. "has-a(points) has (points) cont.	deer, powers, monster,	Superclass: Actor Subclasses: (none)  Responsibilities: has -a (point value) has -a (speed) has a (speed next)	player gami
Superclass: Actor Subclasses: (nom)  Responsibilities: has-a (speed) P.C. "has-a(points) has (points) cont.  Superclass: Actor Subclasses: (nome)	corn, berry, deer,	Superclass: Actor Subclasses: (none)  Responsibilities: has -a (point value) has -a (speed) has a (speed next)  Berry Superclass: Actor	player gami
Superclass: Actor Subclasses: (nom)  Responsibilities: has-a (speed) P.C. has-a(points) has (points) cont.  Superclass: Actor Subclasses: (none)  Responsibilities.	corn, berry, deer, squired Squired	Superclass: Actor Subclasses: (none)  Responsibilities: has -a (point value) has -a (speed) has -a (speed) has a (speed)  Berry Superclass: Actor Subclasses: (none)  Responsibilities:	player game player cillaborators:
Superclass: Actor Subclasses: (nom)  Responsibilities: has-a (speed) P.C. "has-a(points) has (points) cont.  Superclass: Actor Subclasses: (nome)  Responsibilities. has-a (speed)	Collaborators:	Superclass: Actor Subclasses: (none)  Responsibilities: has-a (point value) has-a (speed) has-a (speed)  Superclass: Actor Subclasses: (none)  Responsibilities: has-a (speed)	player game player cillaborators: game
Superclass: Actor Subclasses: (nom)  Responsibilities: has-a (speed) P.C. has-a(points) has (points) cont.  Superclass: Actor Subclasses: (none)  Responsibilities.	corn, berry, deer, squired Squired	Superclass: Actor Subclasses: (none)  Responsibilities: has -a (point value) has -a (speed) has -a (speed) has a (speed)  Berry Superclass: Actor Subclasses: (none)  Responsibilities:	player game player cillaborators:
Superclass: Actor Subclasses: (nom)  Responsibilities: has-a (speed) P.C. "has-a(points) has (points) cont.  Superclass: Actor Subclasses: (nome)  Responsibilities. has-a (speed)	Collaborators:	Superclass: Actor Subclasses: (none)  Responsibilities: has-a (point value) has-a (speed) has-a (speed)  Superclass: Actor Subclasses: (none)  Responsibilities: has-a (speed)	player game player cillaborators: game
Superclass: Actor Subclasses: (nom)  Responsibilities: has-a (speed) P.C. "has-a(points) has (points) cont.  Superclass: Actor Subclasses: (nome)  Responsibilities. has-a (speed)	Collaborators:	Superclass: Actor Subclasses: (none)  Responsibilities: has-a (point value) has-a (speed) has-a (speed)  Superclass: Actor Subclasses: (none)  Responsibilities: has-a (speed)	player game player cillaborators: game
Superclass: Actor Subclasses: (nom)  Responsibilities: has-a (speed) P.C. "has-a(points) has (points) cont.  Superclass: Actor Subclasses: (nome)  Responsibilities: has-a (speed)	Collaborators:	Superclass: Actor Subclasses: (none)  Responsibilities: has-a (point value) has-a (speed) has-a (speed)  Superclass: Actor Subclasses: (none)  Responsibilities: has-a (speed)	player game player cillaborators: game