

Game

Superclass: World

Subclasses: (none)

Responsibilities:

has-a

has

has

has-a

has-a

has-a

Collaborators:

player

food (berry, corn)

game animal (deer, squirrel)

monster

powerup

state (day/night)

Monster

Superclass: Actor

Subclasses: (none)

Responsibilities:

"has-a" (speed)

"has-a" (point value)

Collaborators:

~~speed (self)~~ game

player

Player (P.C.)

Superclass: Actor

Subclasses: (none)

Responsibilities:

has-a (speed) P.C.

"has-a" (points)

has (points) cont.

Collaborators:

~~deer, powerup, monster, squirrel, game~~

corn, berry, deer, squirrel

Deer

Superclass: Actor

Subclasses: (none)

Responsibilities:

has-a (speed)

has-a (point value)

has-a (speed nerf)

Collaborators:

game

player

player

Squirrel

Superclass: Actor

Subclasses: (none)

Responsibilities:

has-a (speed)

has-a (point value)

has-a (speed nerf)

Collaborators:

game

player

player

Corn

Superclass: Actor

Subclasses: (none)

Responsibilities:

has-a (point value)

has-a (speed)

~~has-a (speed nerf)~~

Collaborators:

player

game

~~player~~

Power-up

Superclass: Actor

Subclasses: (none)

Responsibilities:

has-a (speed)

has-a (speed bonus)

Collaborators:

~~(self)~~ game

player

Berry

Superclass: Actor

Subclasses: (none)

Responsibilities:

has-a (speed)

has-a (point value)

Collaborators:

game

player