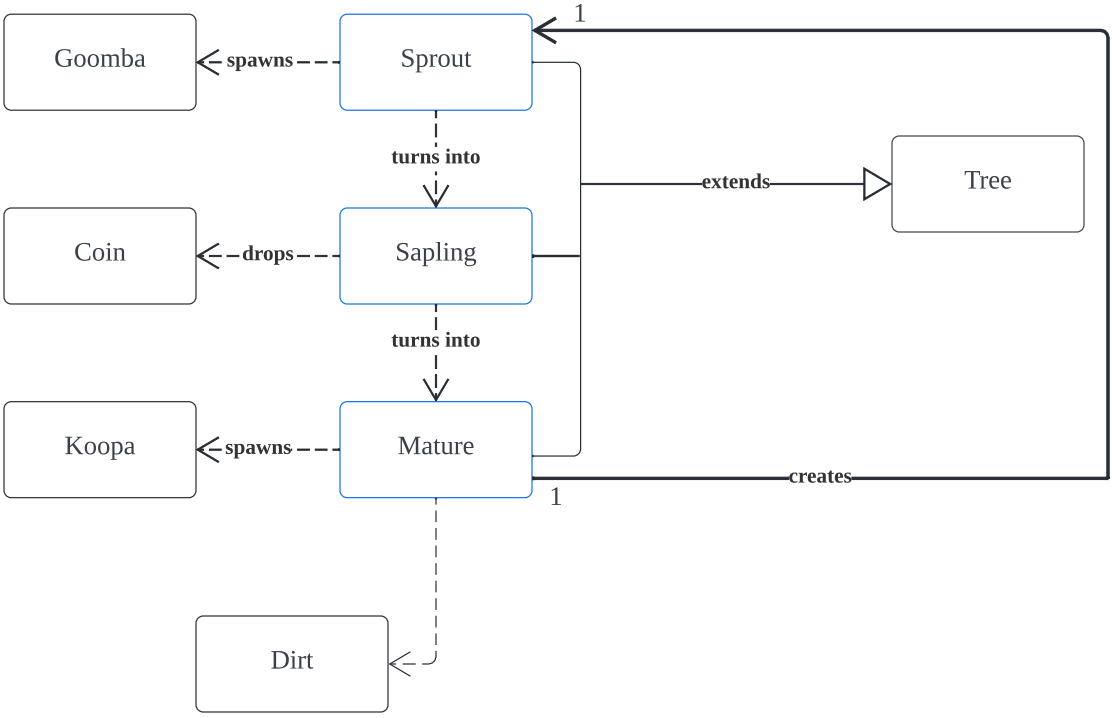
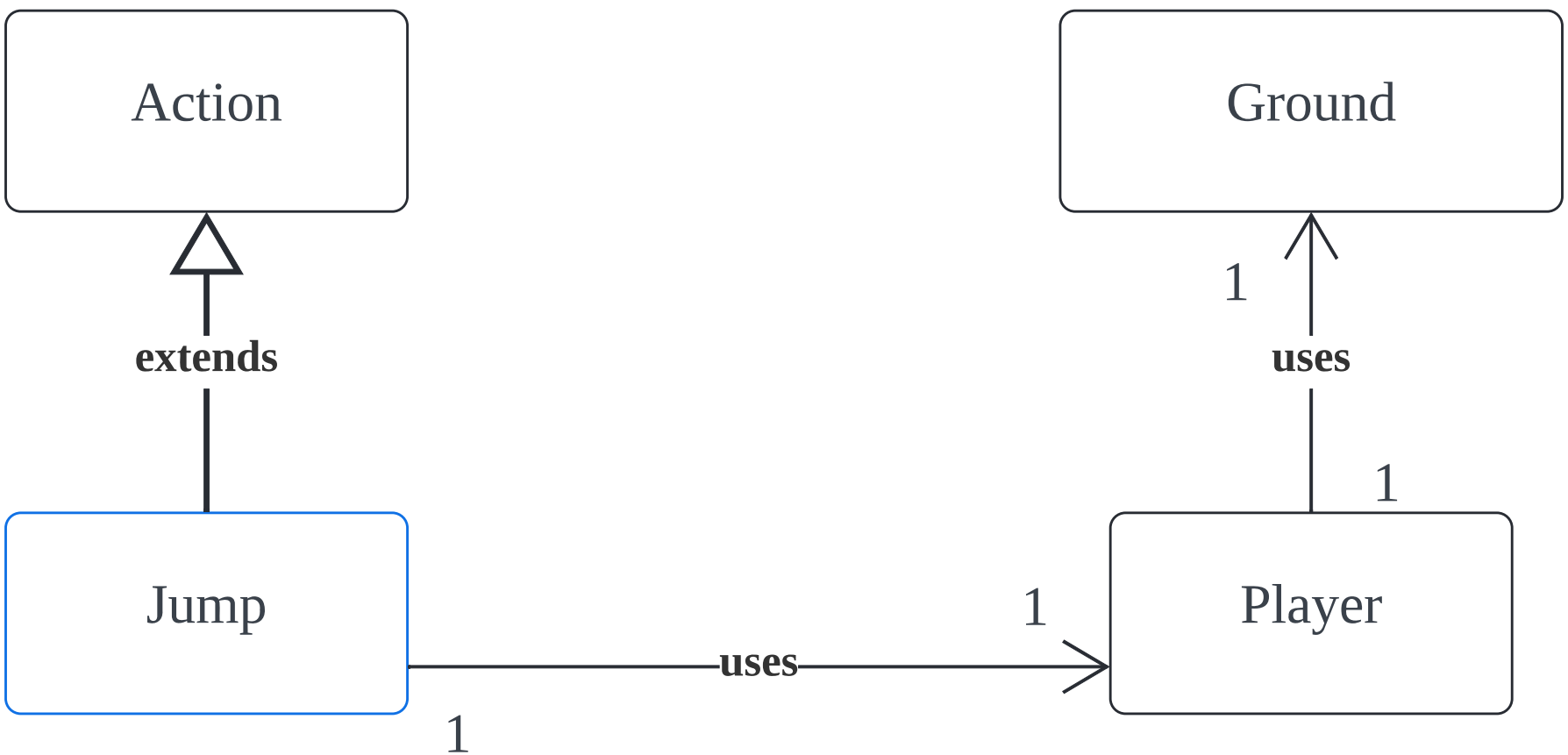
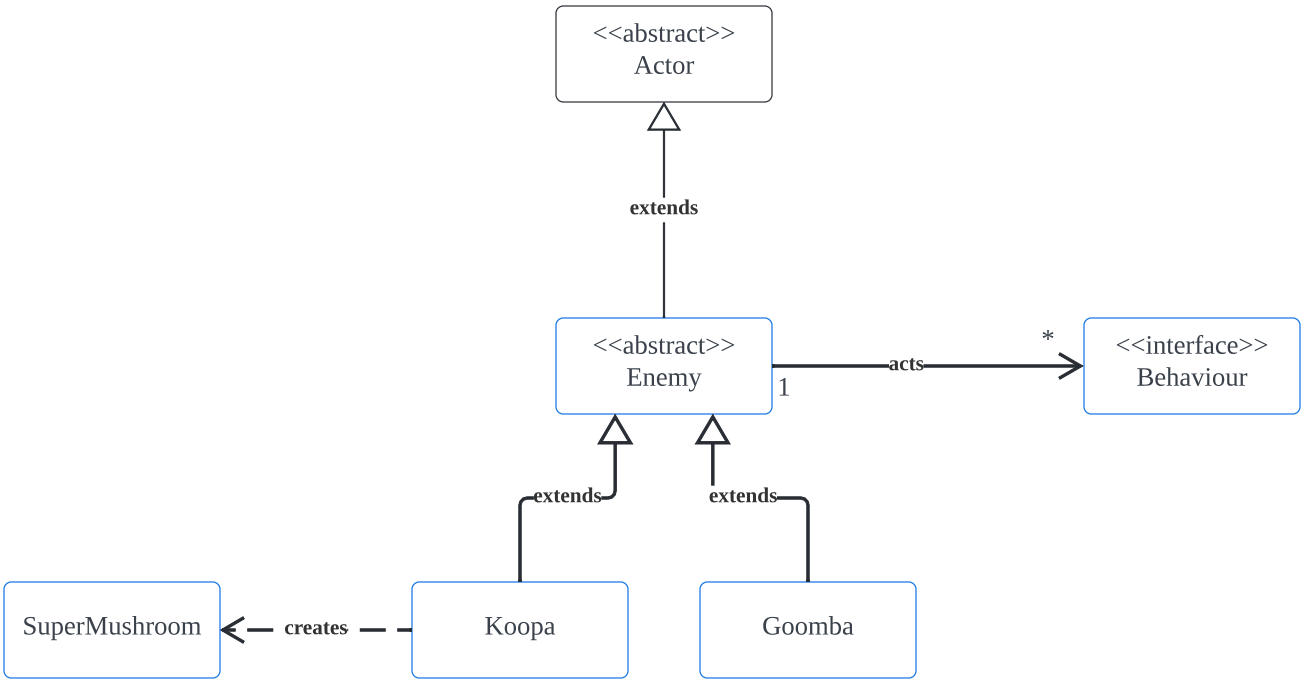
# Req1


Goomba
spawns
Sprout
1
turns into
extends
Tree
Coin
drops
Sapling
turns into
Koopa
spawns
Mature
creates
1
Dirt

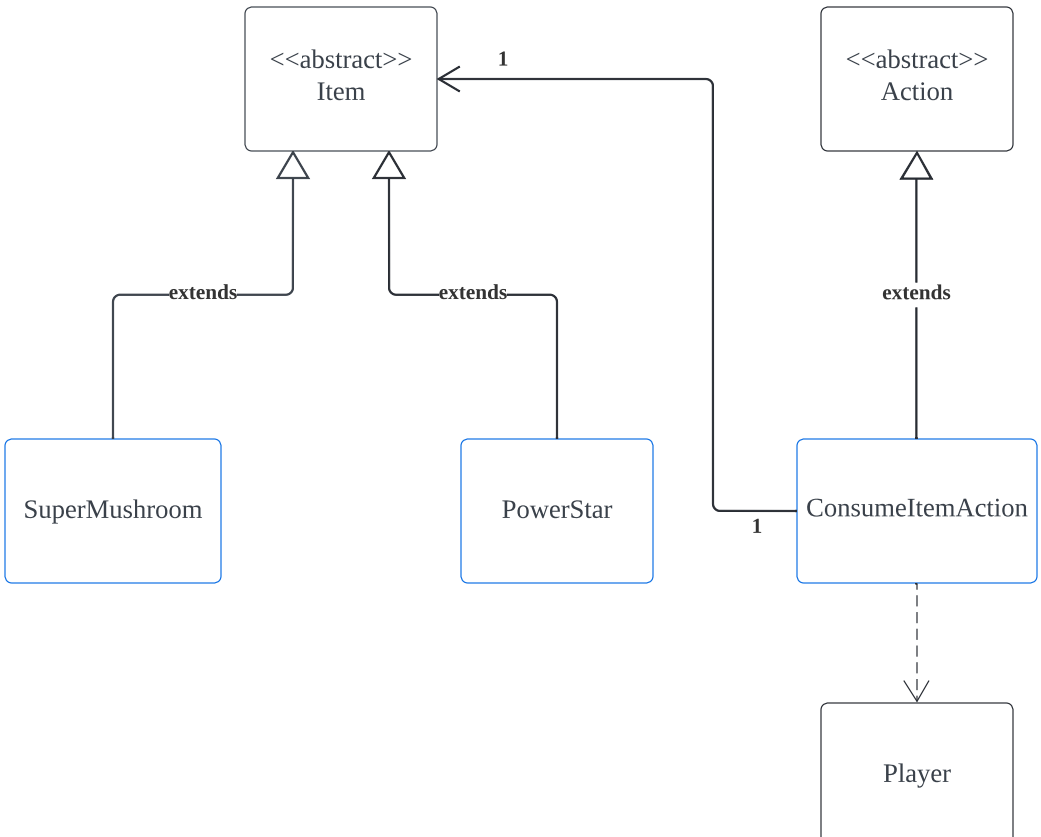
# Req2



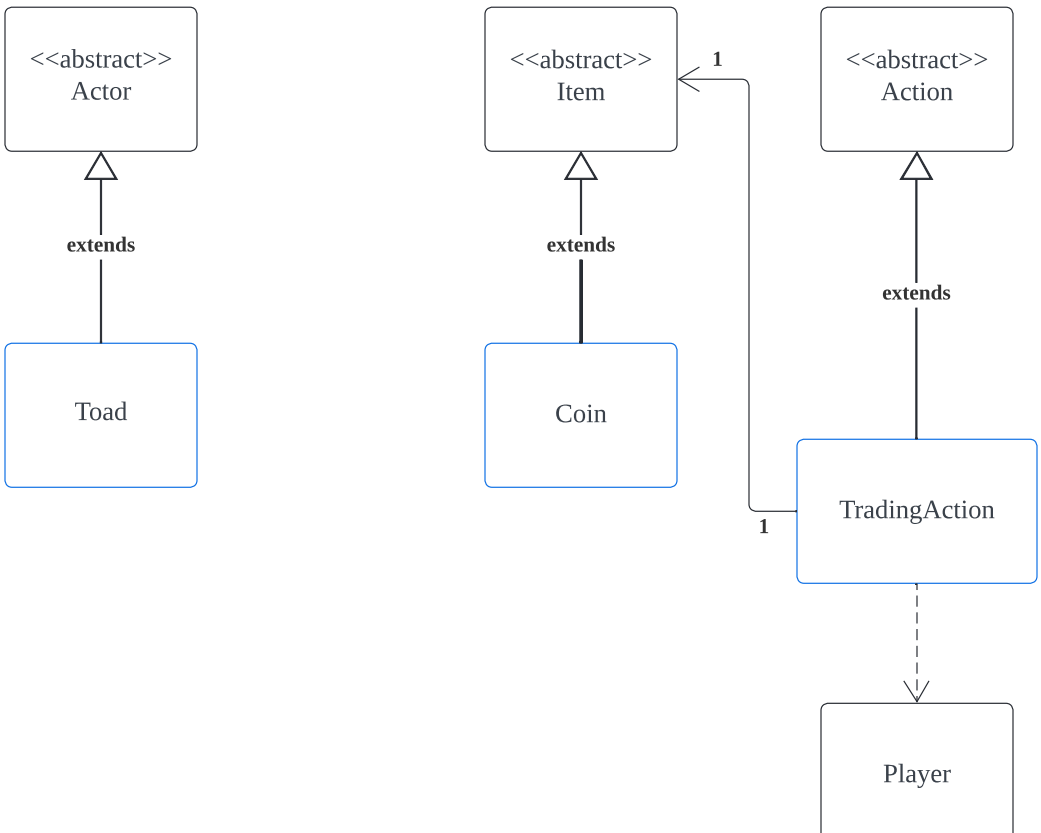
# Req3


<<abstract>>
Actor
extends
<<abstract>>
Enemy
1
acts
*
<<interface>>
Behaviour
extends
extends
SuperMushroom
creates
Koopa
Goomba

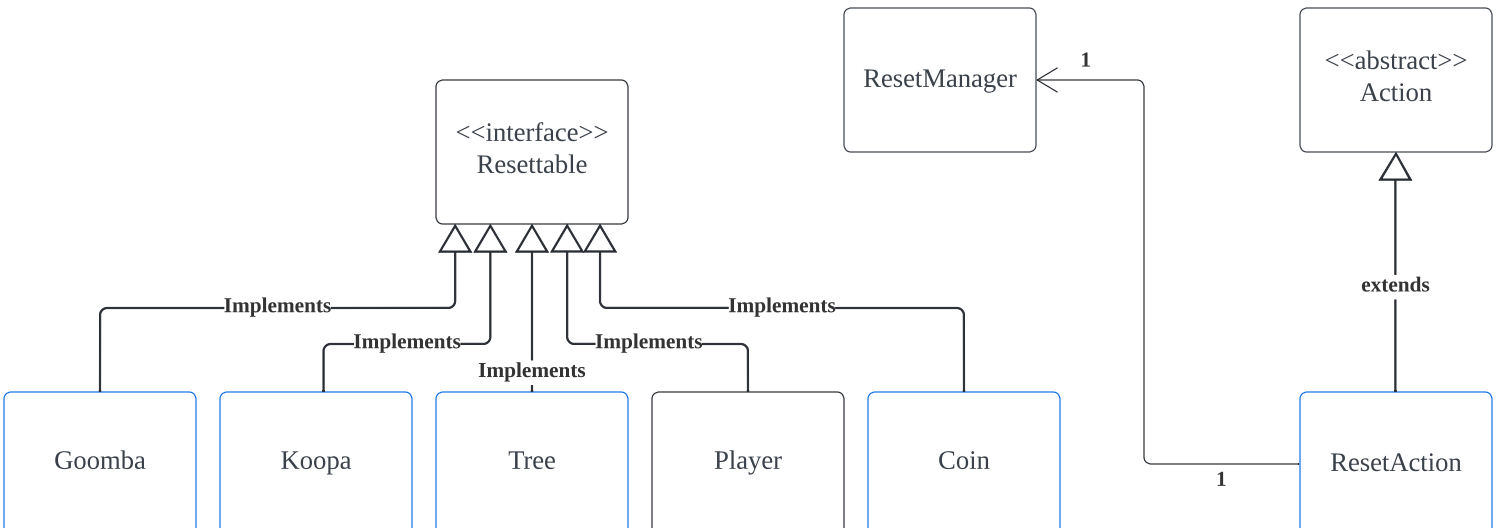
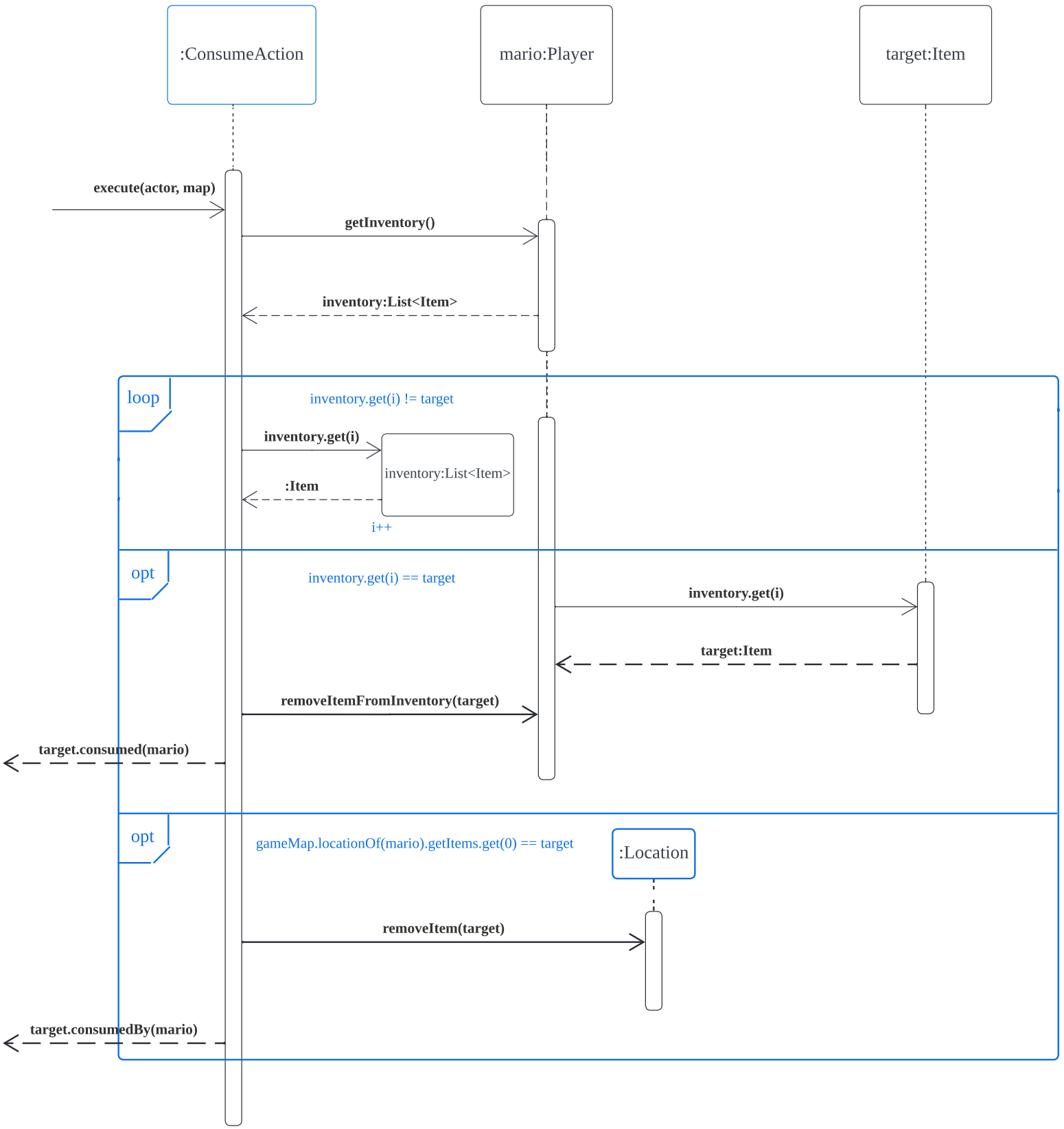
# Req4


<<abstract>>
Item
1
<<abstract>>
Action
extends
extends
extends
SuperMushroom
PowerStar
1
ConsumeItemAction
Player

# Req5


<<abstract>>
Actor
extends
Toad
<<abstract>>
Item
1
extends
Coin
<<abstract>>
Action
extends
1
TradingAction
Player

# Req7


ResetManager
1
<<abstract>>
Action
<<interface>>
Resettable
extends
Implements
Implements
Implements
Implements
Implements
Goomba
Koopa
Tree
Player
Coin
ResetAction
1

# Consume - Interaction Diagram