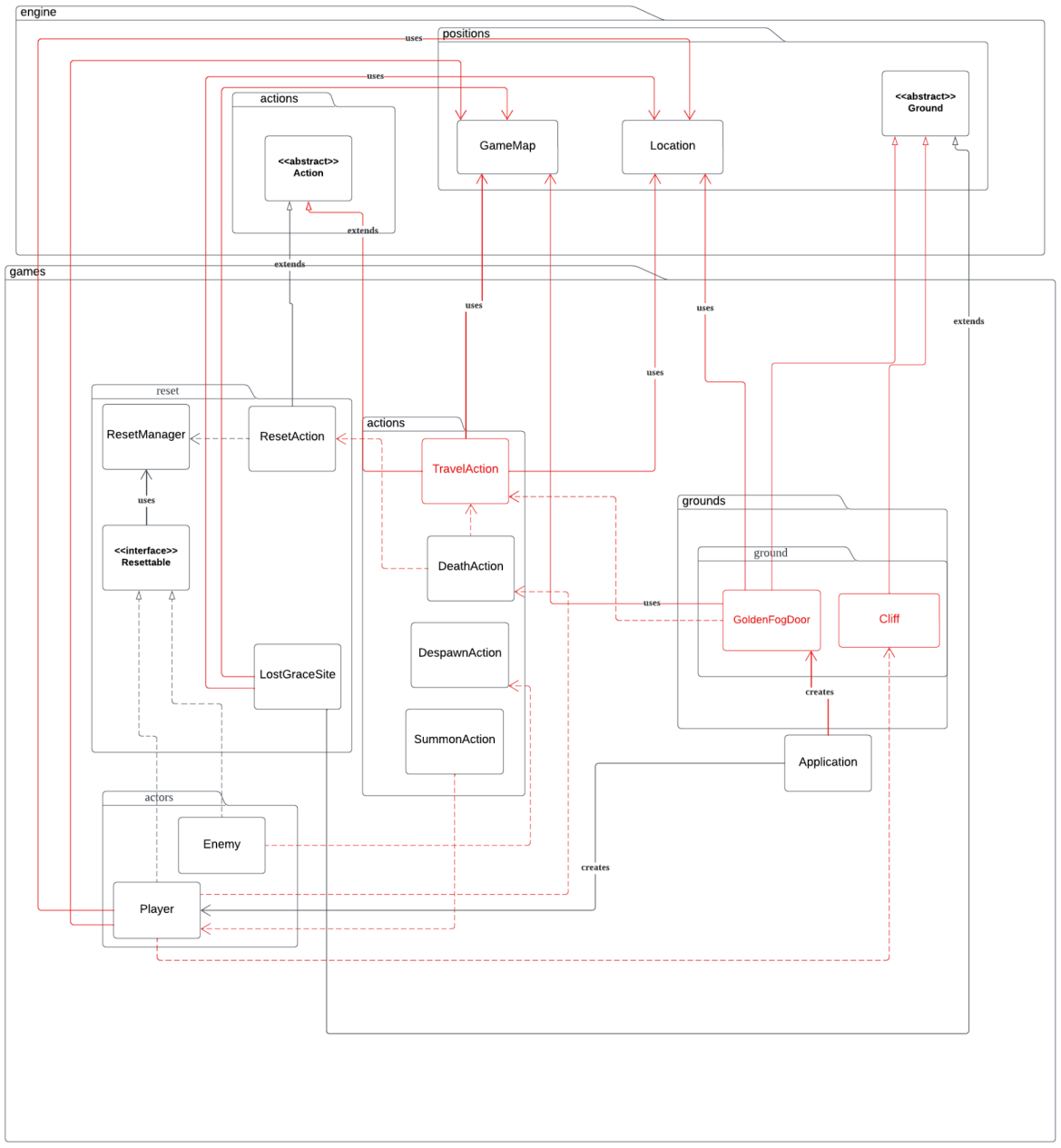
Lab06Team07's UML Diagram

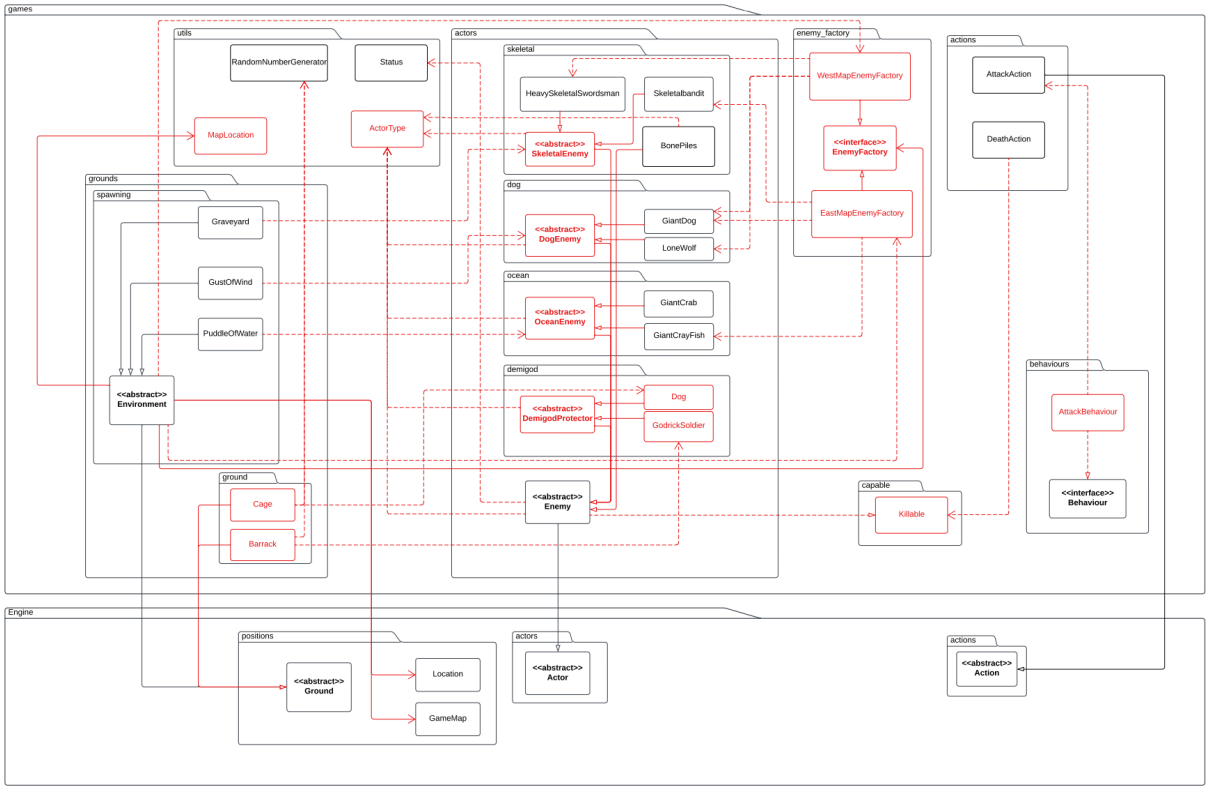
Team Members:

Chew Xin Ning, Foo Kai Yan, Ng Yu Mei

REQUIREMENT 1

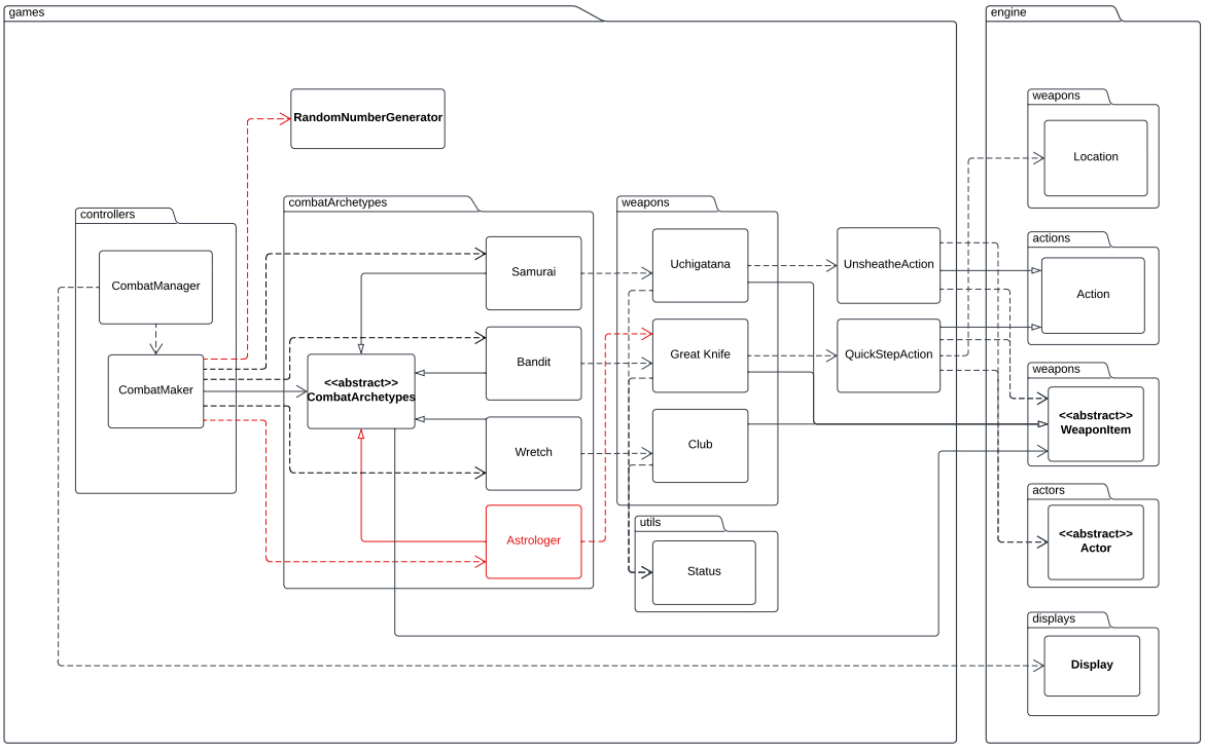


REQUIREMENT 2

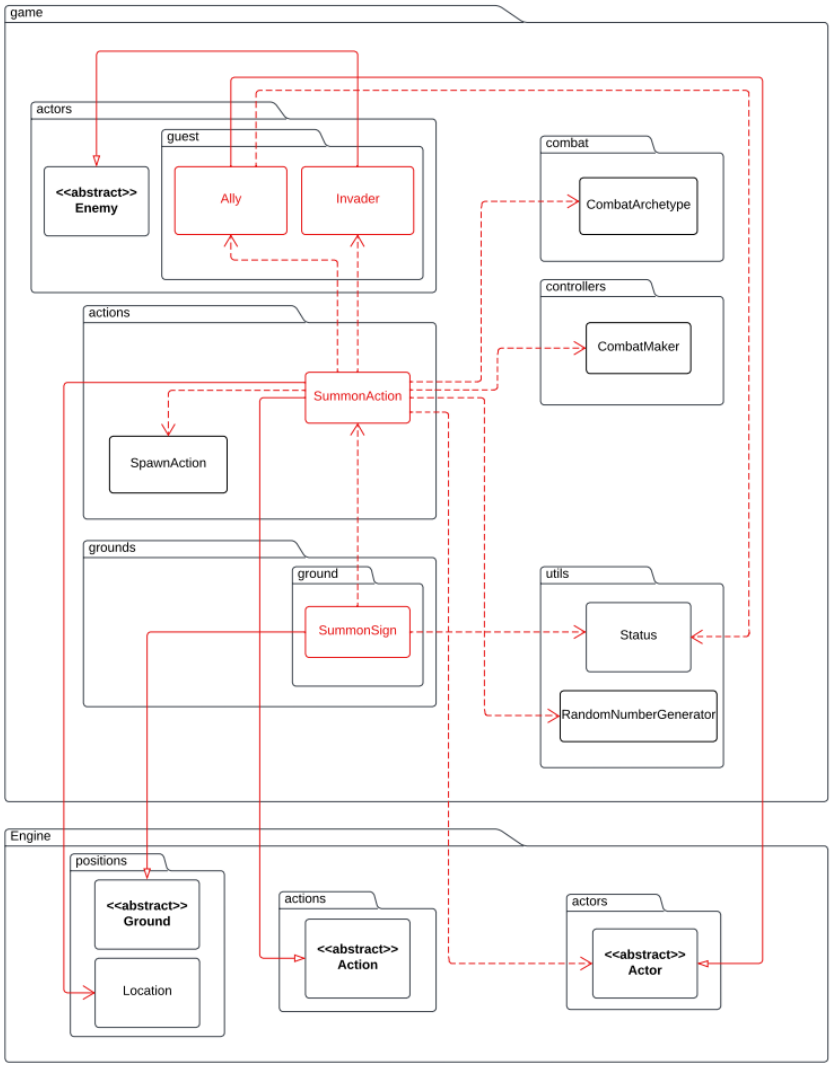


REQUIREMENT 3

REQUIREMENT 4
Part A



Part B


game
actors
guest
<<abstract>>
Enemy
Ally
Invader
combat
CombatArchetype
controllers
CombatMaker
actions
SummonAction
SpawnAction
grounds
ground
SummonSign
utils
Status
RandomNumberGenerator
Engine
positions
<<abstract>>
Ground
Location
actions
<<abstract>>
Action
actors
<<abstract>>
Actor

REQUIREMENT 5