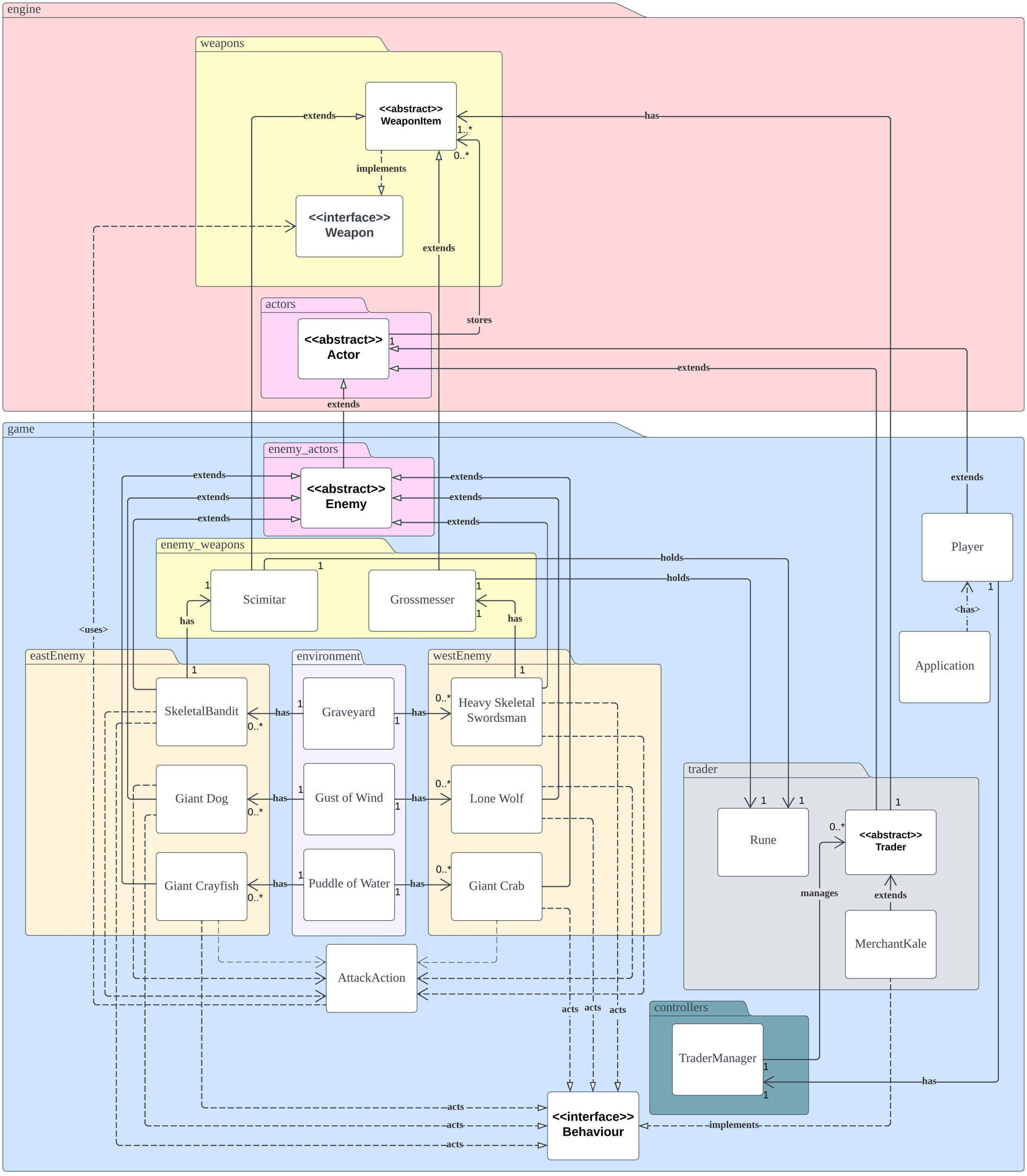
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implements
<<interface>>
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actors
stores
<<abstract>>
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extends
extends
game
enemy_actors
extends
<<abstract>>
Enemy
extends
extends
extends
extends
extends
extends
extends
enemy_weapons
holds
holds
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Scimitar
Grossmesser
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1
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has
has
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Player
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<has>
Application
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environment
westEnemy
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SkeletalBandit
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has
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Graveyard
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has
0..*
Heavy Skeletal
Swordsman
Giant Dog
0..*
has
1
Gust of Wind
1
has
0..*
Lone Wolf
Giant Crayfish
0..*
has
1
Puddle of Water
1
has
0..*
Giant Crab
trader
1
1
1
Rune
0..*
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Trader
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extends
MerchantKale
AttackAction
acts
acts
acts
controllers
TraderManager
1
1
has
acts
acts
acts
<<interface>>
Behaviour
implements