

MovePlayerAction

Weapon

<<abstract>>  
Action

Contain

ActionList

uses

<<abstract>>  
Actor

1

Uses

Target

Call

SuicideAction

AttackAction

0...\*

Attack

Uses

DestroyShellAction

1

Target

produce

SuperMushroom

Player

Goomba

0...\*

1

Dormant Koopa

Koopa

0...\*

Target

Behave

0..\*

<<interface>>  
Behavior

AttackBehaviour

FollowBehaviour

0...\*

WanderBehaviour