Assignment 3, Requirement 2 : FlyingKoopa UML

game

game.enemies

FlyingKoopa

«Interface»
Enemies

game.behaviour contains

FollowBehaviour

AttackBehaviour

WanderBehaviour

0..* «Interface»
Behaviour

game.reset

«Interface»
ResettableInstance

game.actions

AttackAction

game.status

«Enum»
Status

engine

engine.actions

«Abstract»
Action

engine.actors

«Abstract»
Actor