**IMPLEMENTATION of LEVEL GAME**

In our implementation, we have created 5 pieces that extends GamePiece class that all have different kinds of interactions. For example, the Archer class type of objects effects the player within a certain distance. Commander attacks to the player when they are at the same place. Healer gives point to the player when they are at the same place. Mage effects in certain distances and accordingly gives point or advances the player. Warrior hits the player if the distance among them becomes less than 2.

On the other hand, we created 2 moving objects. While Joe class instances move randomly if they satisfy the conditions, Redkit class instances moves right or left with respect to conditions.

Lastly, we have a Drawer class that only prints out its symbol.

By using these classes, we have created 2 levels for the game as requested.

For the UML, since there are 2 packages in our project, we drew different UML diagrams for each.