

Game (class)
Dialog : string
Act 1() Act 2 () Act 3 () StartGame()

Player (class)
Name: String Dialog : string
ChooseMeal() NameCharacter() MeetTom() Drink() Escape() EndGame()

Villain (class)
Name: String Anger Level : Int Dialog : string
GetCottonCandy() GiveKey() AtDoor() GoWalk()

Apartment (class)
PhoneNumber : String Dialog : string
Dial Phone() ExploreApartment()

Items (class)
Inventory: string SafeCode: String Dialog : string
GetKey() NoKey() ReturnKey() UnlockSafe() UnlockCabinet() Contaminate() Salmon() PrintInventory()

Program (class)
Title : string Art : string
Opening() Main() Begin() Part1() Part2() Part3()

Street (class)
Dialog : string
ChoosePath()