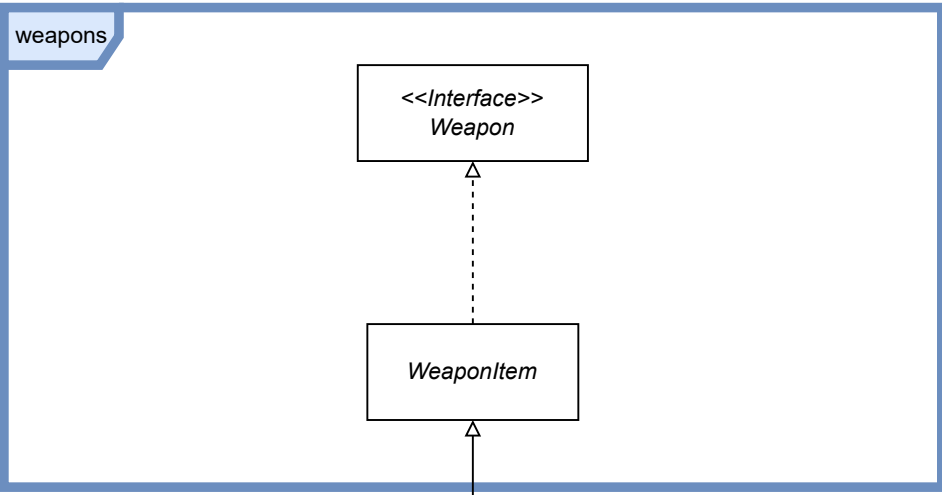
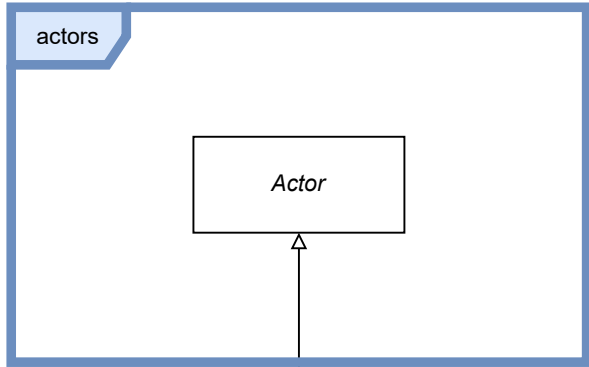
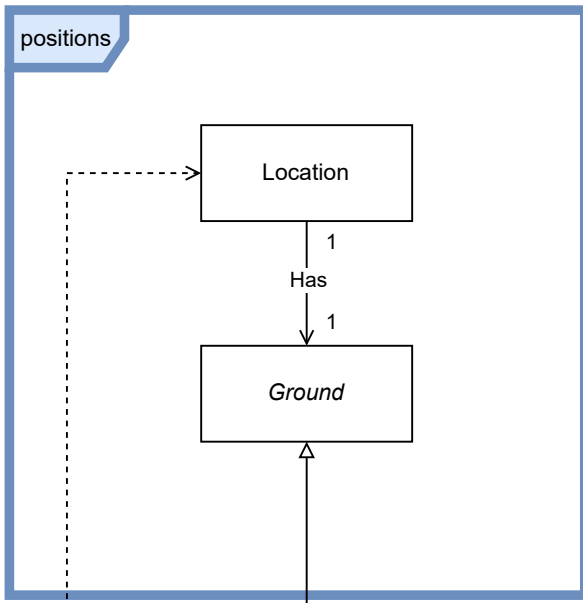
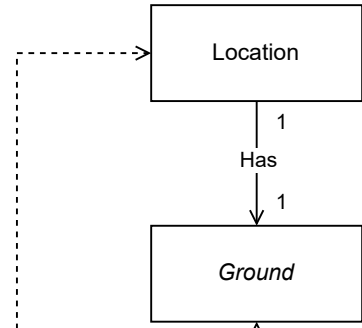
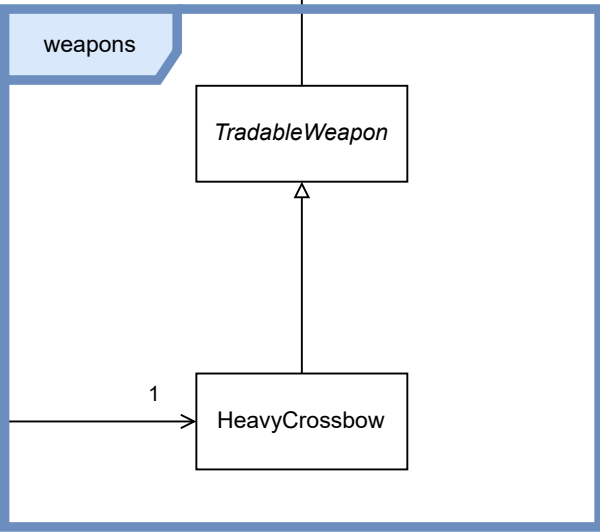
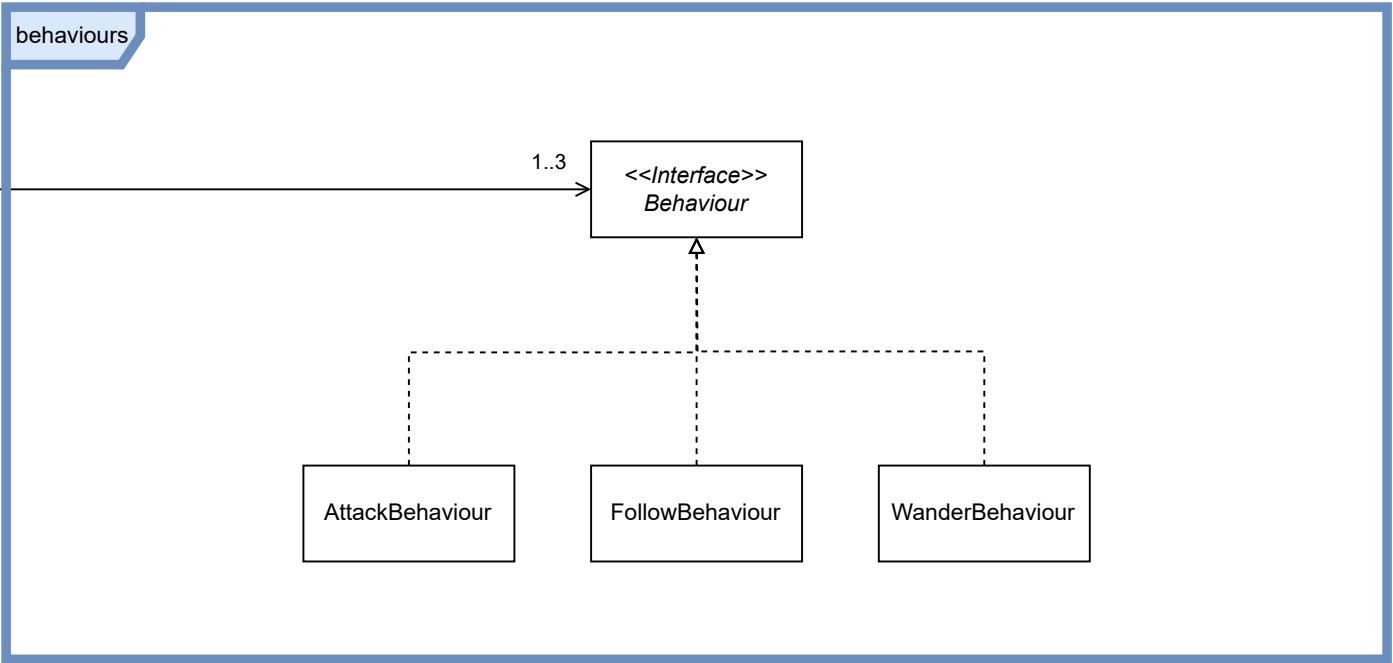
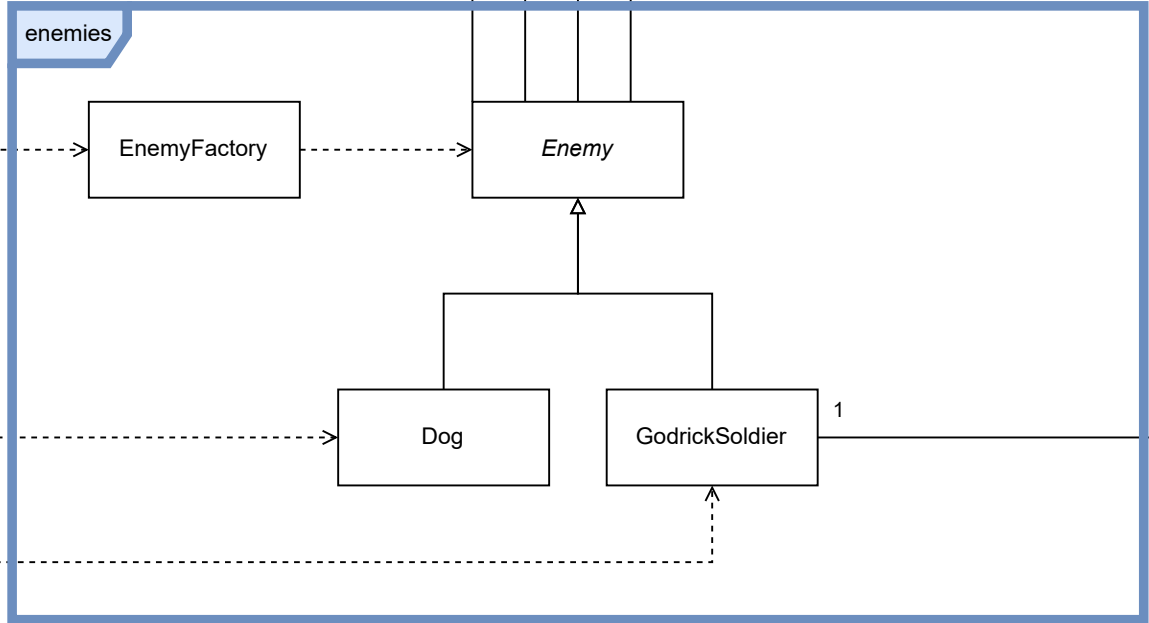
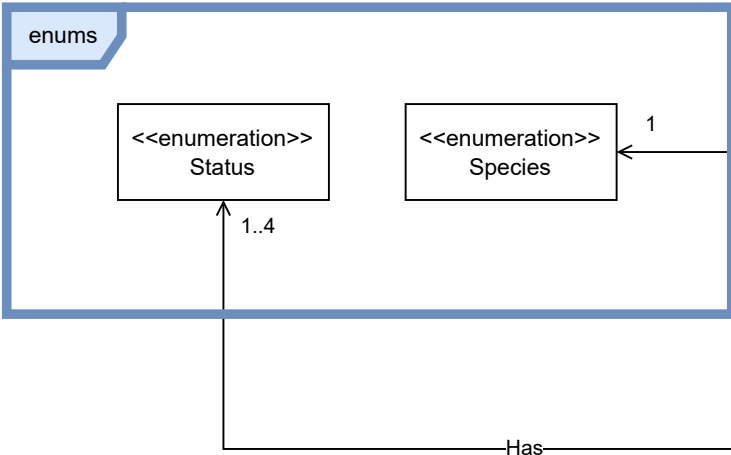
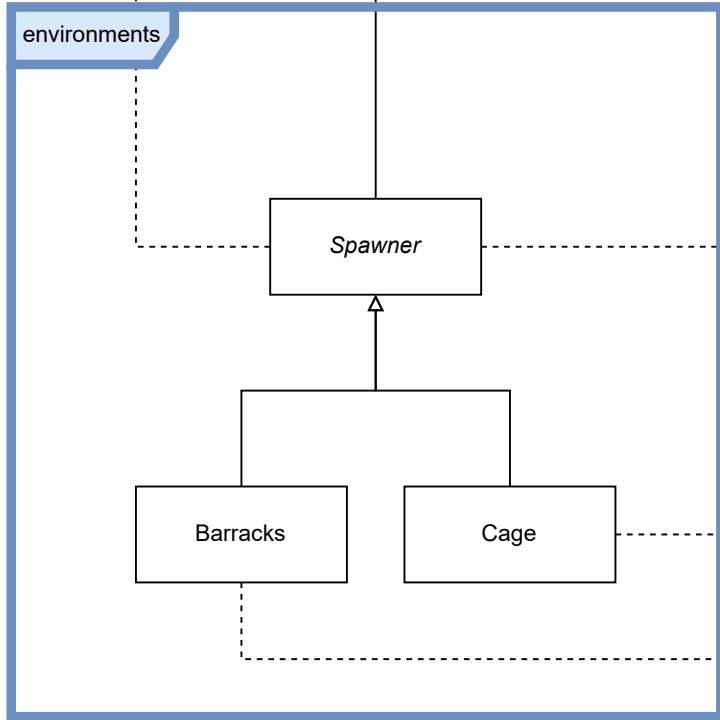


# Engine



# game



Has

1

1

Actor

<<Interface>>  
Weapon

WeaponItem

<<enumeration>>  
Status

<<enumeration>>  
Species

1

1..4

Has

Has

1..3

AttackBehaviour

FollowBehaviour

WanderBehaviour

<<Interface>>  
Behaviour

Spawner

Barracks

Cage

EnemyFactory

Enemy

Dog

GodrickSoldier

1

Has

TradableWeapon

HeavyCrossbow

1