

City of Aaron  
Class relationships  
Bryan / Charlot / Angel

1. Game and Player - COMPOSITION  
A Game can have 1 Player  
A Player can only have 1 Game and can't exist without the Game
2. Game and Storehouse - COMPOSITION  
A Game can have 1 Storehouse  
A Storehouse can only have 1 Game and can't exist without the Game
3. Game and Map - COMPOSITION  
A Game can have 1 Map  
A Map can only have 1 Game and can't exist without the Game
4. Map and Location - COMPOSITION  
A Map can have 1 Location  
A Location can only have 1 Map and can't exist without the Map
5. Map and Point - AGGREGATION  
A Map can have 1 Point  
A Point can have 1 Map and can exist outside of the Map
6. Storehouse and Author - AGGREGATION  
A Storehouse can have 1 or more Authors  
An Author is contained in the Storehouse and can exist outside of the Storehouse
7. Storehouse and InventoryItem - AGGREGATION  
A Storehouse can have 1 or more InventoryItems  
An InventoryItem is contained in the Storehouse and can exist outside of the Storehouse
8. Storehouse and Provision - AGGREGATION  
A Storehouse can have 1 or more Authors  
An Author is contained in the Storehouse and can exist outside of the Storehouse
9. Storehouse and Animal - AGGREGATION  
A Storehouse can have 1 or more Animals  
An Author is contained in the Storehouse and can exist outside of the Storehouse
10. Storehouse and Tool - AGGREGATION  
A Storehouse can have 1 or more Tool

A Tool is contained in the Storehouse and can exist outside of the Storehouse

11. Animal and InventoryItem - INHERITANCE

An Animal is a type of InventoryItem

An InventoryItem can have 1 or more Animals

12. Provision and InventoryItem - INHERITANCE

A Provision is a type of InventoryItem

An InventoryItem can have 1 or more Provisions

13. Tool and InventoryItem - INHERITANCE

A Tool is a type of InventoryItem

An InventoryItem can have 1 or more Tools

14. InventoryItem and ItemType - AGGREGATION

An InventoryItem can have 1 ItemType

An ItemType is contained in InventoryItem and can exist outside of the InventoryItem

15. InventoryItem and Condition - AGGREGATION

An InventoryItem and have 1 Condition

A Condition is contained in InventoryItem and can exist outside of the InventoryItem