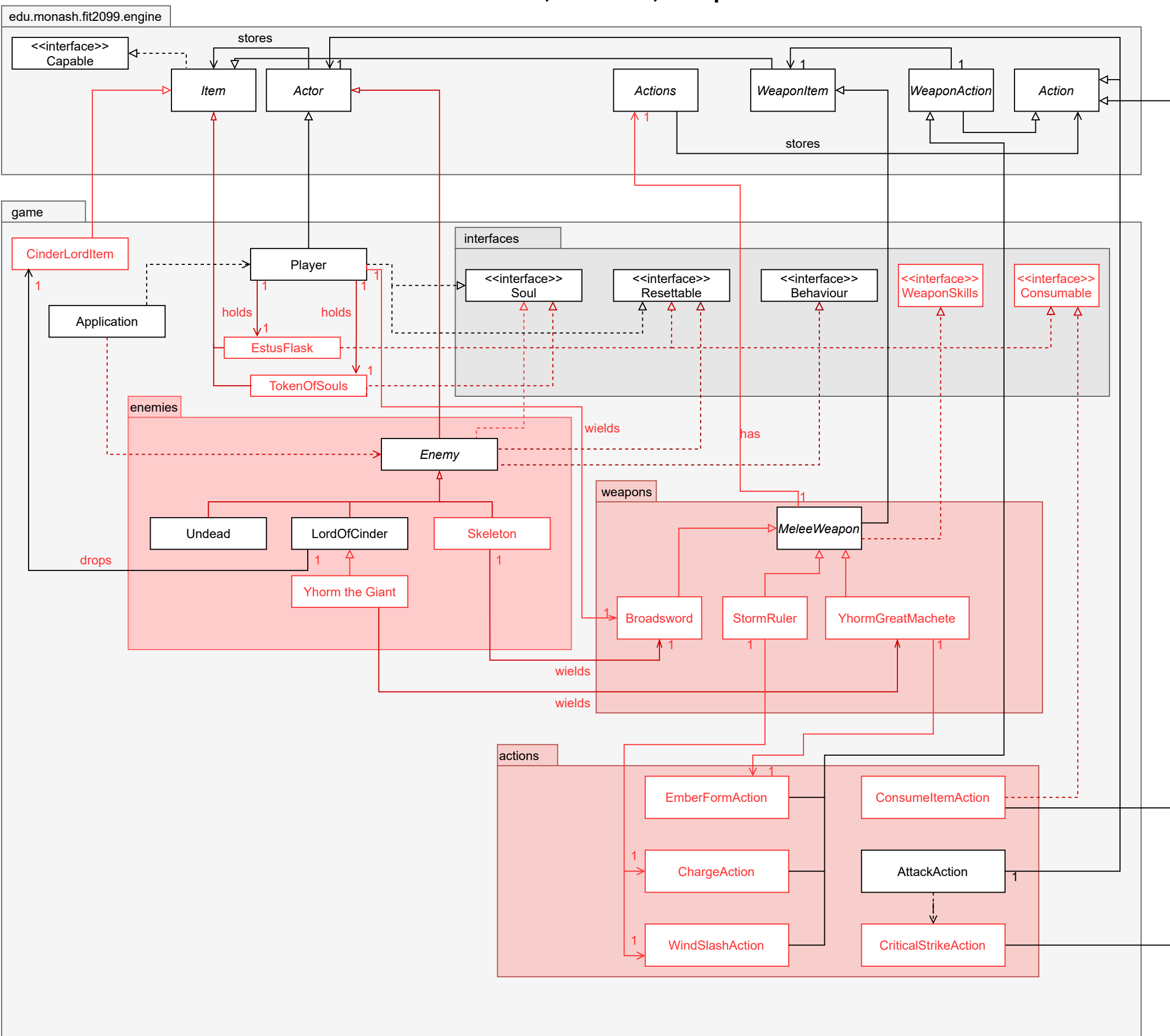
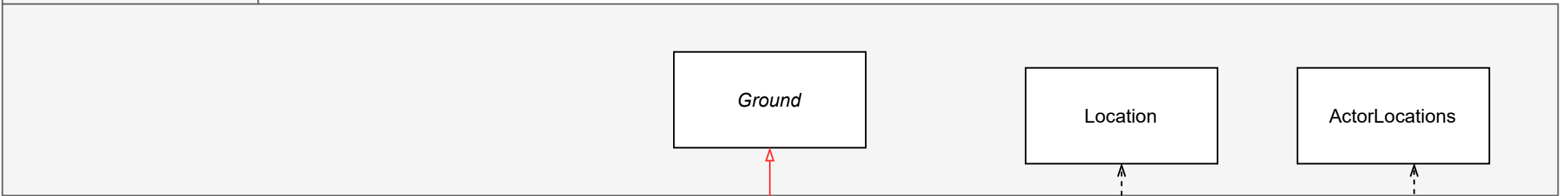


## UML DIAGRAM: Items, Enemies, Weapons

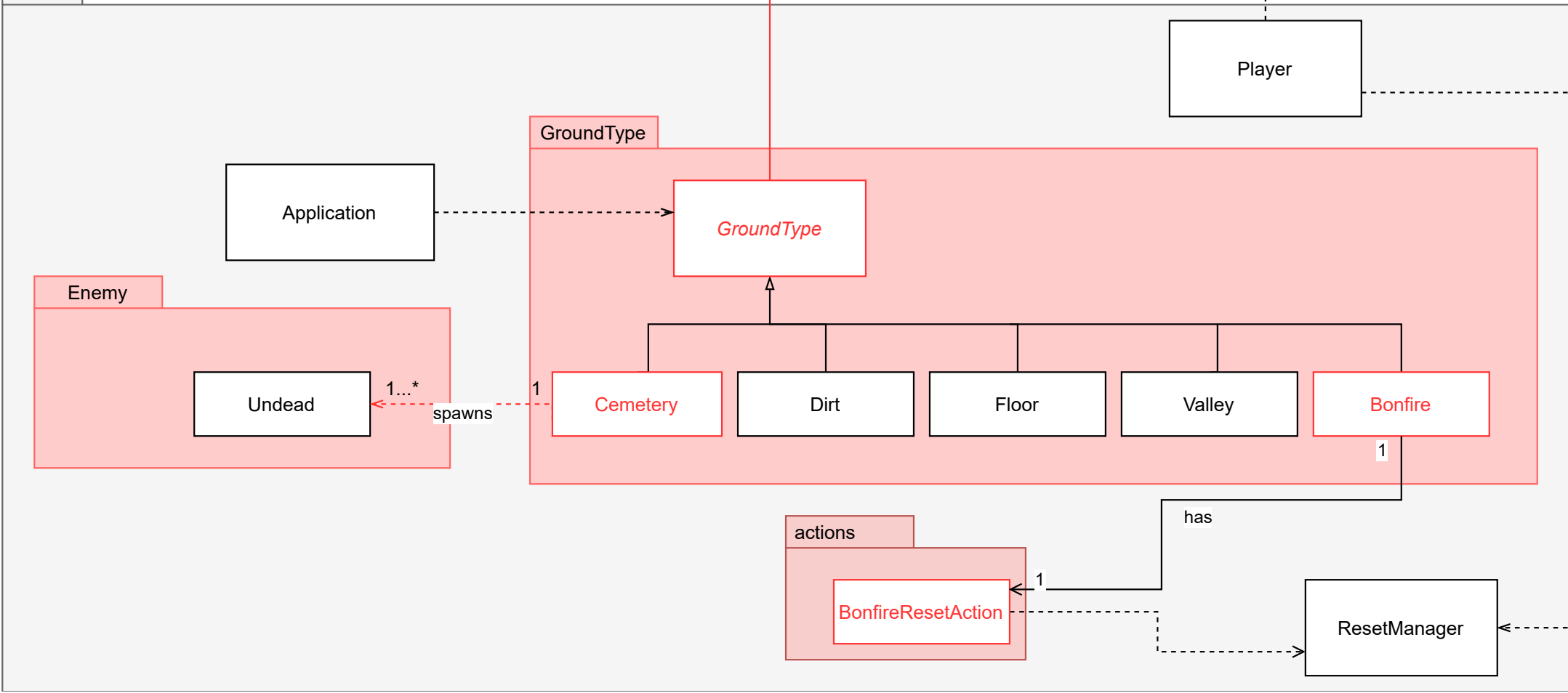


# UML DIAGRAM: Ground, Reset

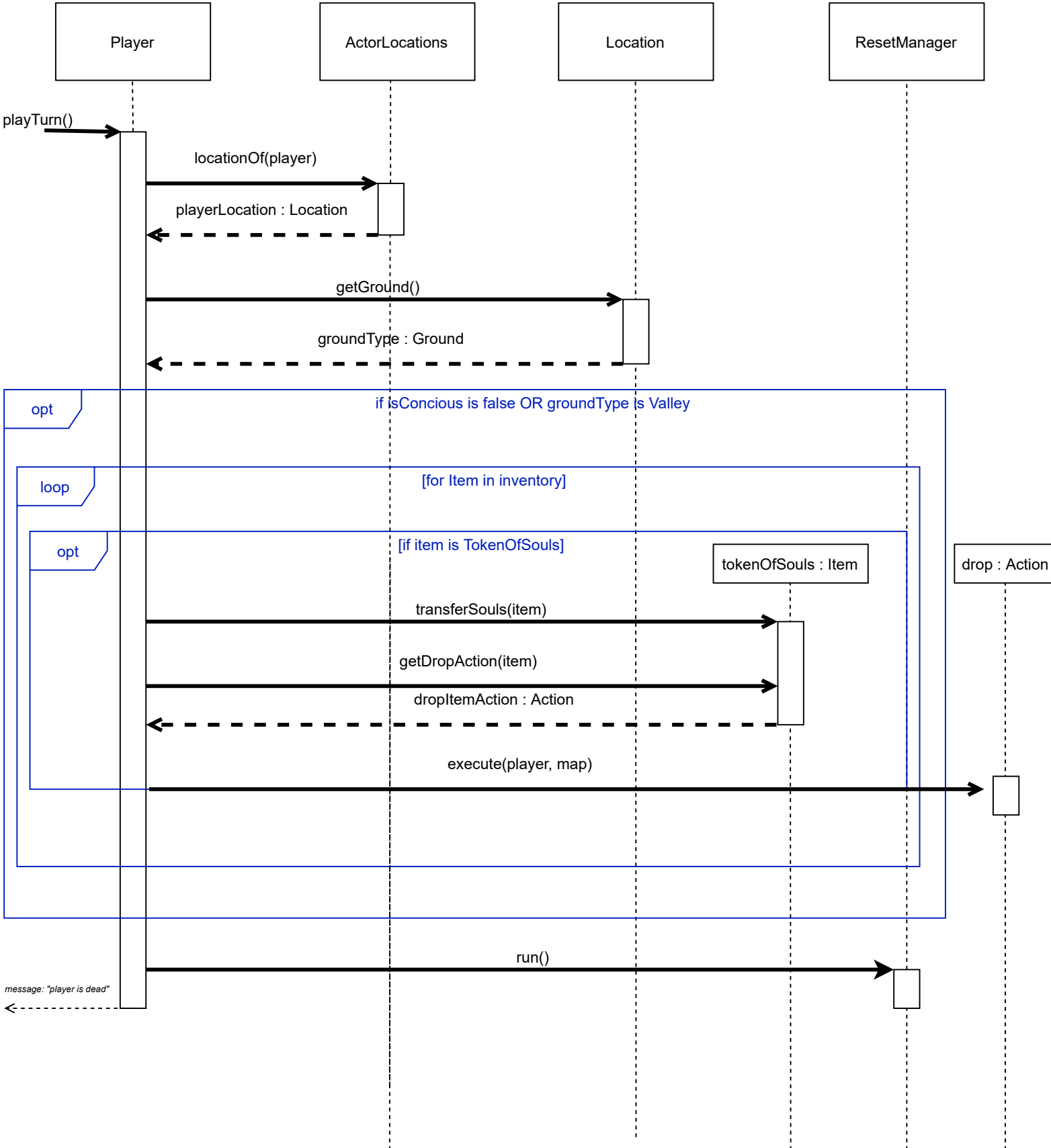
edu.monash.fit2099.engine



game



# Sequence Diagram: Soft Reset (dying)



# Sequence Diagram: Modified AttackAction()

