

engine

weapons

IntrinsicWeapon

actions

ActionList

1

has

0..*

«abstract»
Action

DoNothingAction

actors

«abstract»
Actor

1

«interface»
Behaviour

0..*

behaves

positions

Location

1

has

1

«abstract»
Ground

has

1

has

8

Exit

game

behaviours

AttackBehaviour

WanderBehaviour

actors

Player

HuntsmanSpider

1

«interface»
Spawnable

1

has

1

Crater

Floor

capabilities

«enumeration»
Status

«enumeration»
Ability

HuntsmanSpiderSpawner

FancyMessage

Application

grounds

Crater

Floor

actions

AttackAction

1

targets