

engine

actions

«abstract»  
Action

items

PickUpAction

«abstract»  
Item

1 has 1

actors

«abstract»  
Actor

«interface»  
Behaviour

1 targets

0..\*

positions

Location

Exit

weapons

«interface»  
Weapon

IntrinsicWeapon

1

game

behaves

targets

behaviours

PickUpBehaviour

FollowBehaviour

WanderBehaviour

AttackBehaviour

1

actors

«abstract»  
Enemy

AlienBug

SuspiciousAstronaut

1

capabilities

«enumeration»  
Status

«enumeration»  
Ability

actions

AttackAction

1 has 1