



There are several differences in this UML from our initial. The first is the inclusion of methods and inherited methods that have been overridden (such as the turn for Runner or moves on the creatures since they must be unique). The second major difference is the inclusion of the Printer and Die classes. We did not initially plan on adding these but they became very important features in our project tree. We also swapped around several functions in the sense of what is in charge of what because our initial ideas became too dependent on single classes such as the Room or World classes.