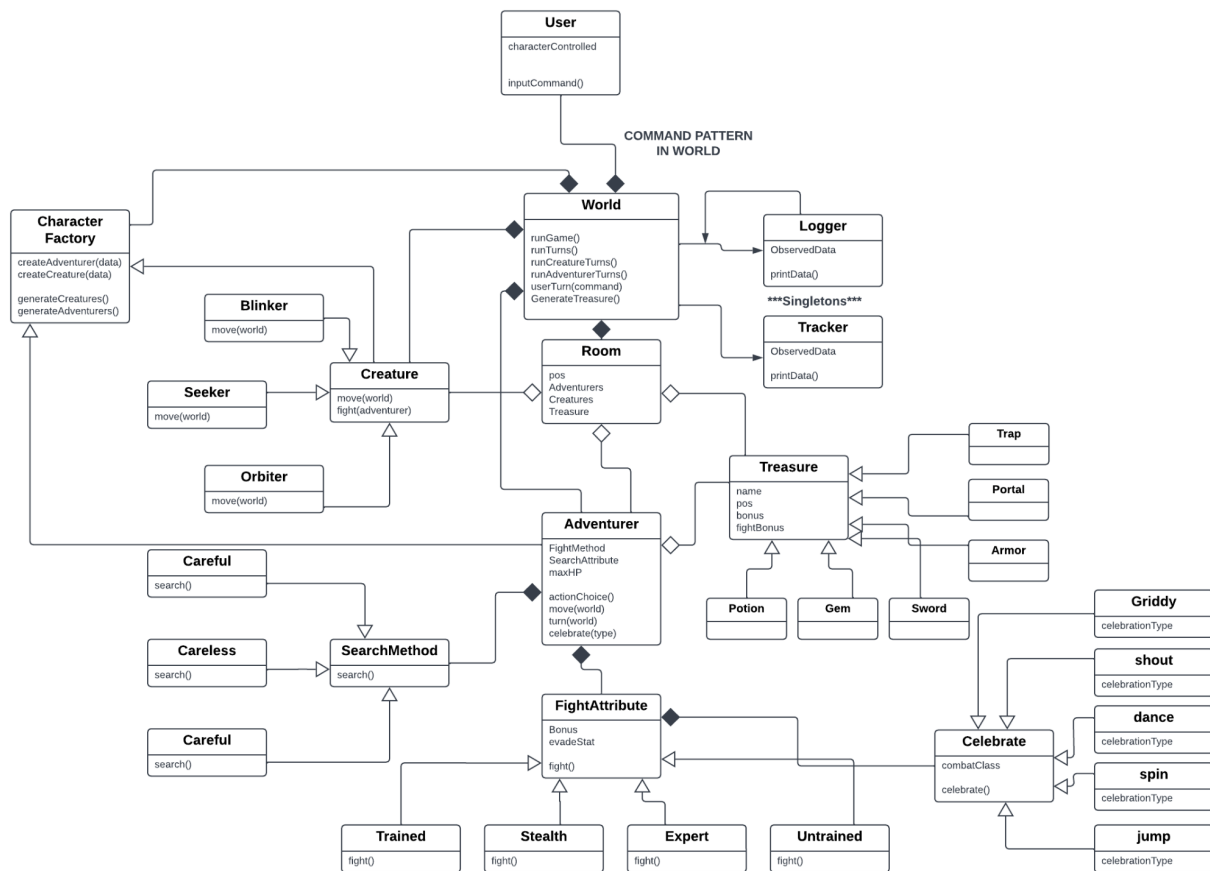


Updated UML for 4.2:



Changes from 4.1:

Character Factory now has different methods for generating the entire world with creatures/adventurers or just plainly creating one specific character at a time. The world also now has different methods for running the turns of creatures and characters. This was done so that the player could properly get two different turns if they decided to choose the “Runner” class. Another addition was the creation of the “Griddy” celebration. This was added because we really like that dance as it's funny and thought it would be a nice addition for players to be able to do the popular dance. Another change was making the celebration methods available from our command pattern so that players could also choose to celebrate whenever they want instead of only randomly after combat(which still exists).