Allies

PrincessPeach

Toad

Speak
<<interface>>

Enemies

FlyingKoopa

Koopa

PiranhaPlant

Goomba

Use (PrincessPeach → Speak)
Use (Toad → Speak)
Use (Goomba → Speak)
Use (FlyingKoopa → Speak)
Use (Koopa → Speak)
Use (PiranhaPlant → Speak)

Design Rationale

Each of the classes with a speaking capability implement a Speak interface which override a speak method in it.

By using an interface we have the flexibility of implementing any functionality in the the method while instantly knowing which classes have the speaking capability.

Furthermore, the reason why we didn't make Speak a class, is because it does not have enough functionality to implement, and hence does not require a dedicated class.