game.items

<>
Item

1

Extends

game.magicalitems

1

<>
MagicalItems

1   1

Extends   Extends

0...*   0...*

SuperMushroom   PowerStar

0...*   0...*

Use   Us Use   Use

Application   Player

Use

game.actions

ConsumeItemAction

Design Rationale for REQ4:

MagicalItems is an abstract class
that is extended by Item which is
also an abstract class. PowerStar
and SuperMushroom extend from
MagicalItems. In both Application
and Player, instances of these
items are used as parameters,
hence there is a dependency.
Player uses ConsumeItemAction
that allows the player to consume
the magical item

In our initial design, we forgot to
take into account the abstract item
class. we also did not consider the
consume action which we have in
this design.