Class Diagram with UML Notation

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Entity

Entity()
Entity(String n,Inventory i)
getName()
setName()
toString()
getImmediateInventory

String name
Inventory inventory

EscapeTheRoom

public static void main

Inventory

Inventory()
Inventory(Object[] x)
toString()
addItem(InventoryItem x)
removeItem(InventoryItem x)

Object[] inv

PlayerCoammands

interact(Entity x)
interact(Object x)
pickUp(InventoryItem x, Inventory y)
craft(InventoryItem x, InventoryItem y, Inventory z)

Object

Object(String n,Inventory i)
toString()
getAccessible

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boolean accessible

Inventory Item

InventoryItem(String n)
toString()
getName()
setName()

String name