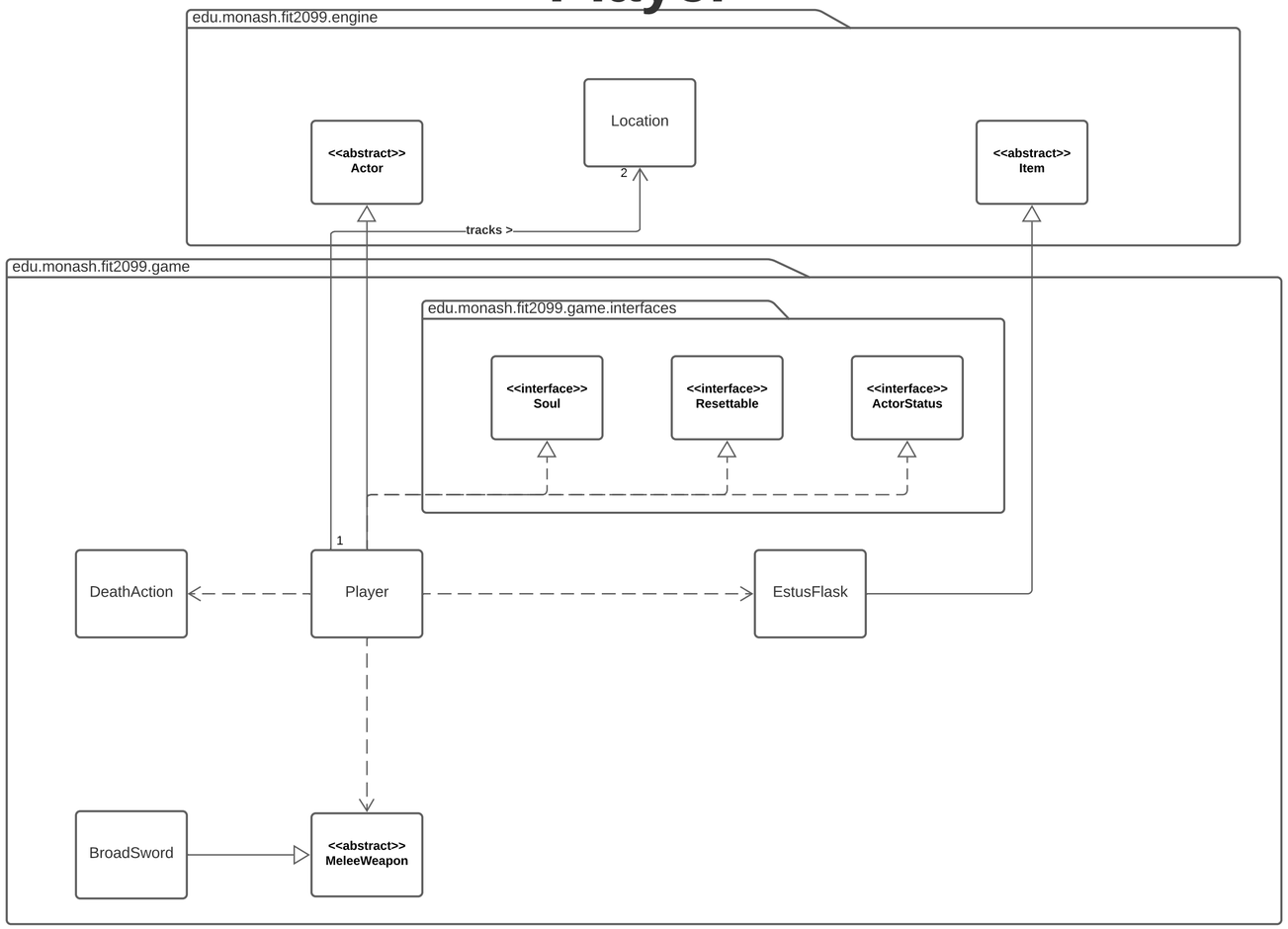
Player


edu.monash.fit2099.engine
Location
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Actor
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Item
2
tracks >
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edu.monash.fit2099.game.interfaces
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Soul
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Resettable
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ActorStatus
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DeathAction
Player
EstusFlask
BroadSword
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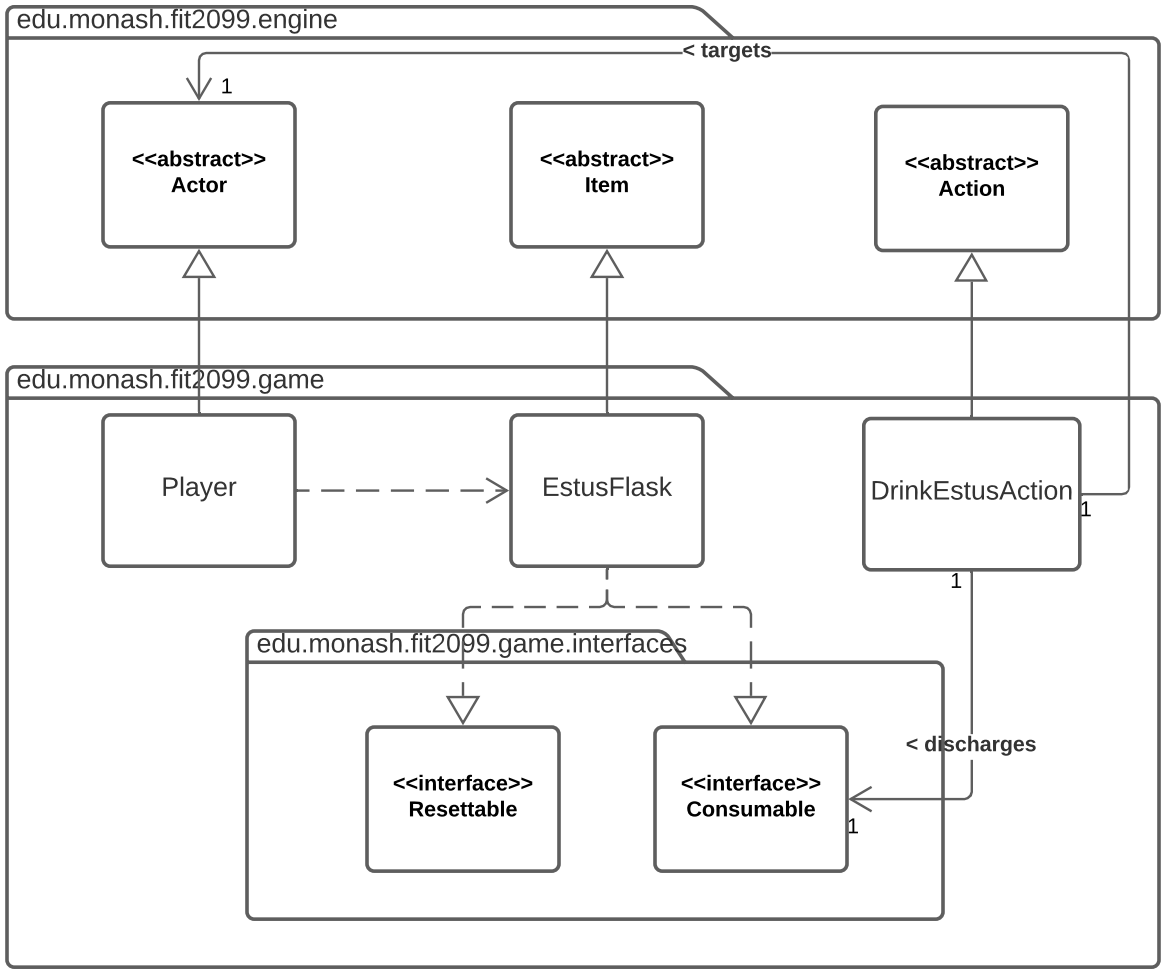
MeleeWeapon

Estus Flask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Actor
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Item
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Action
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Player
EstusFlask
DrinkEstusAction
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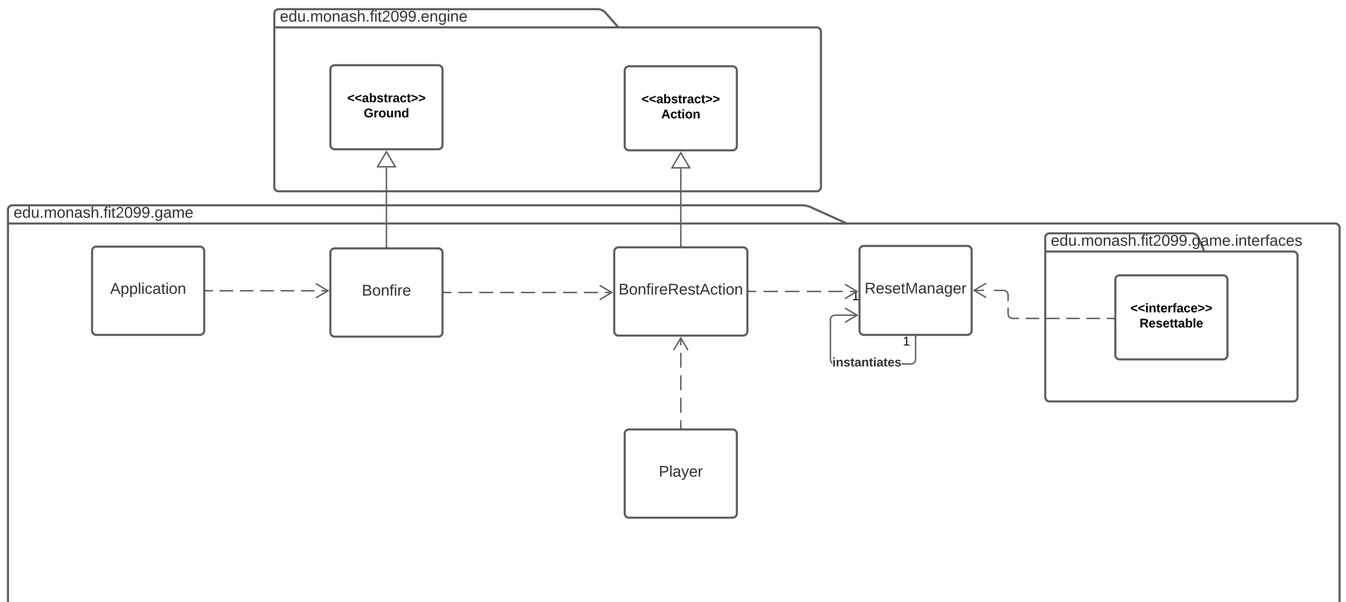
Consumable
< discharges
1

Bonfire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Ground
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Action
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Application
Bonfire
BonfireRestAction
ResetManager
1
1
instantiates
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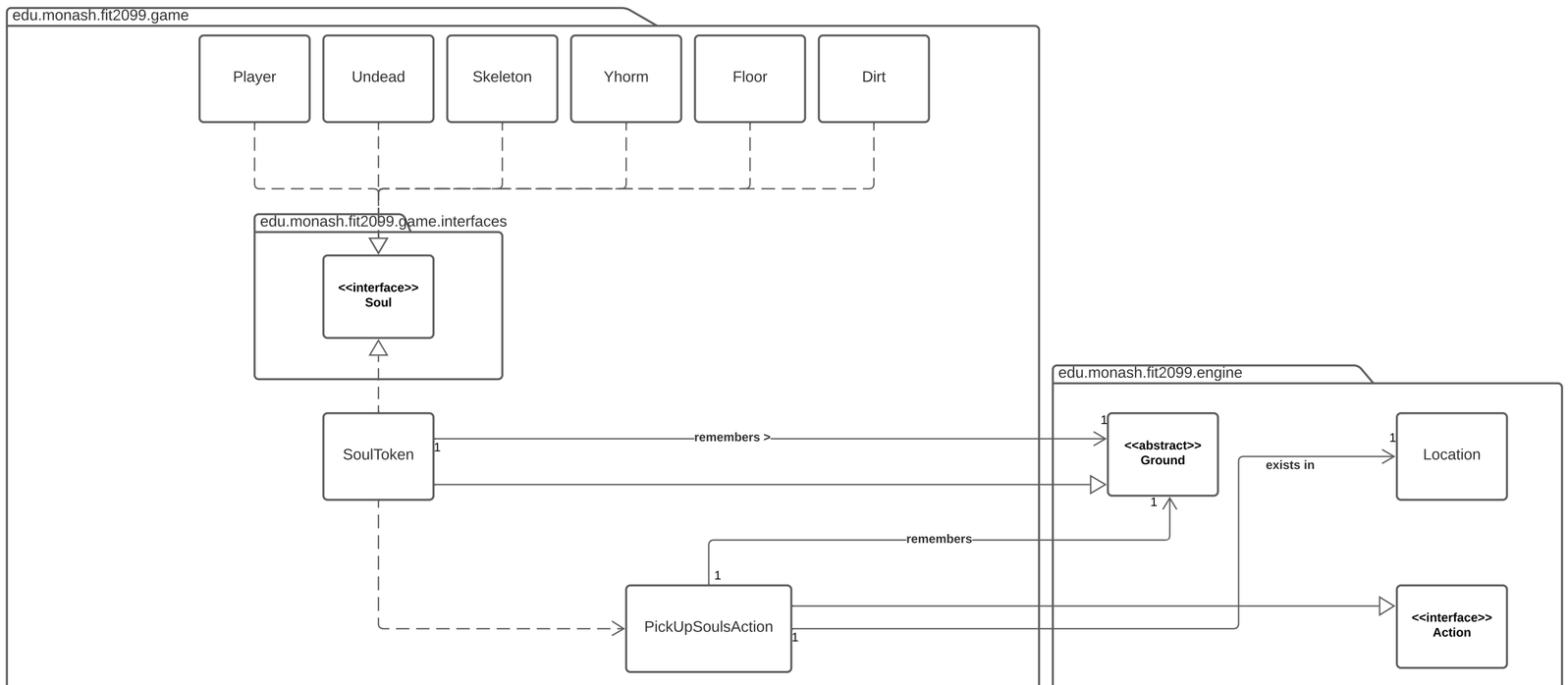
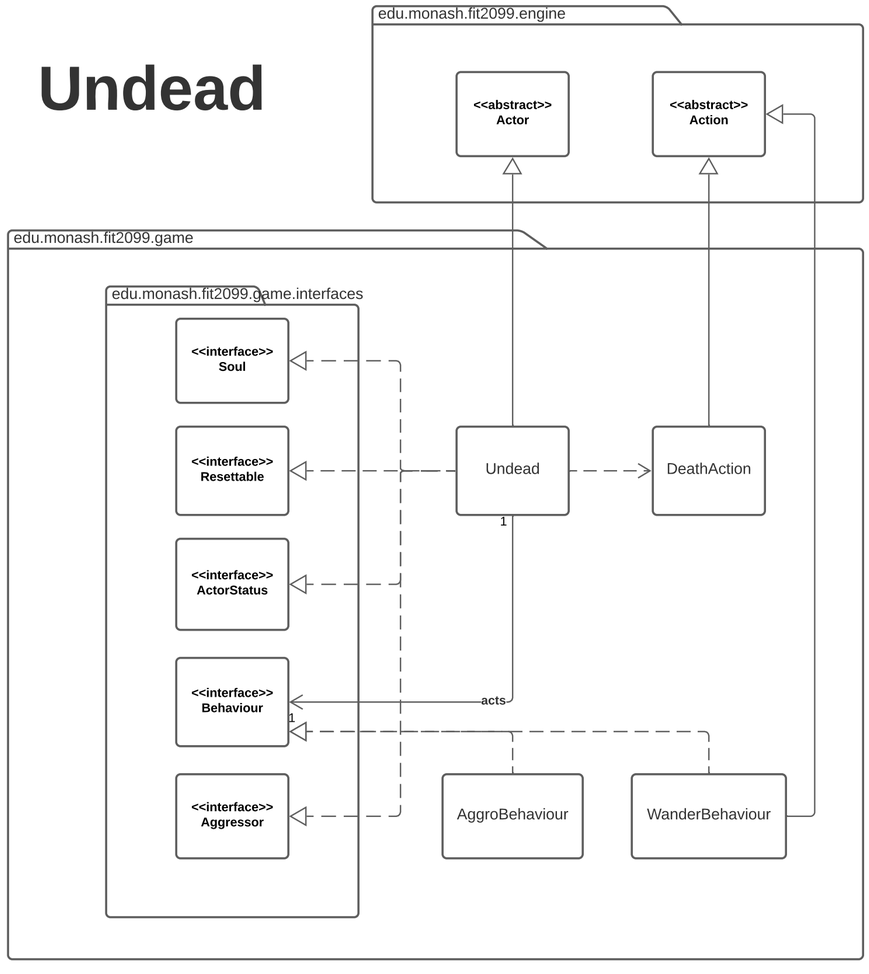
Resettable
Player

Souls


edu.monash.fit2099.game
Player
Undead
Skeleton
Yhorm
Floor
Dirt
edu.monash.fit2099.game.interfaces
<<interface>>
Soul
SoulToken
remembers >
1
1
edu.monash.fit2099.engine
<<abstract>>
Ground
1
1
exists in
1
Location
remembers
1
PickUpSoulsAction
1
<<interface>>
Action

Undead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Actor
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Action
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Soul
<<interface>>
Resettable
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ActorStatus
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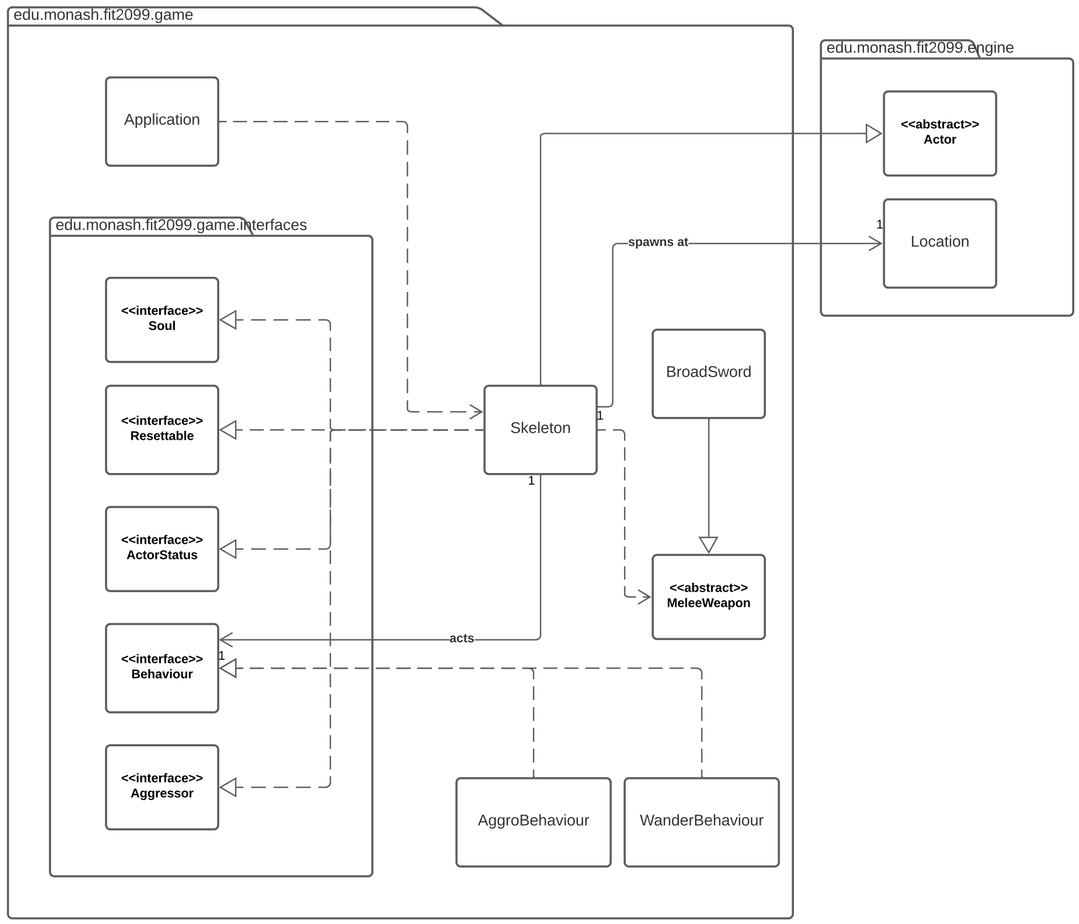
Behaviour
<<interface>>
Aggressor
Undead
DeathAction
AggroBehaviour
WanderBehaviour
1
acts
1

Skeleton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Application
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Actor
Location
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spawns at
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Soul
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Resettable
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ActorStatus
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Behaviour
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Aggressor
Skeleton
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BroadSword
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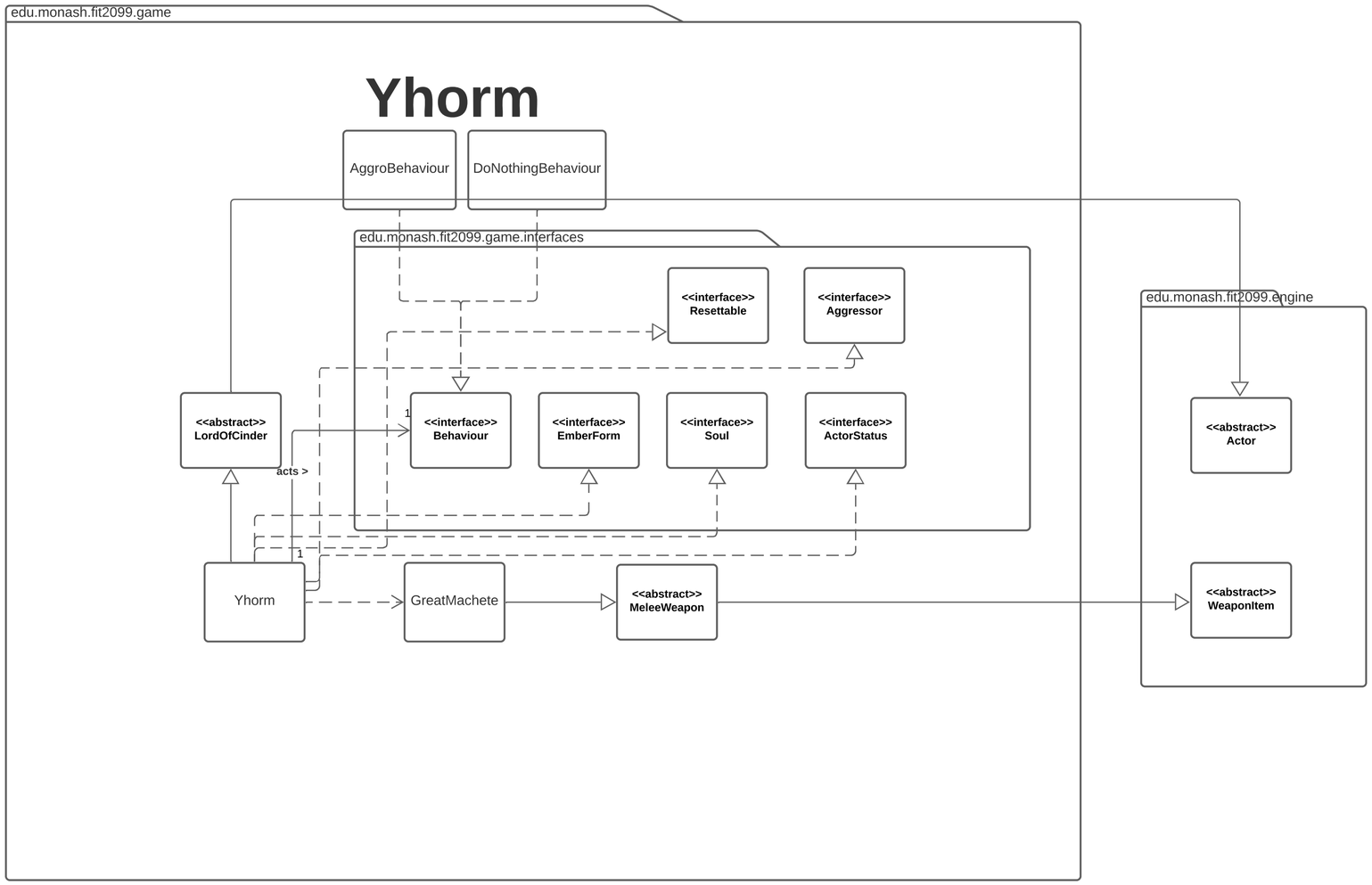
MeleeWeapon
acts
1
AggroBehaviour
WanderBehaviour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Yhorm
AggroBehaviour
DoNothingBehaviour
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Aggressor
<<abstract>>
LordOfCinder
1
<<interface>>
Behaviour
<<interface>>
EmberForm
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Soul
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ActorStatus
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Yhorm
GreatMachete
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MeleeWeapon
edu.monash.fit2099.engine
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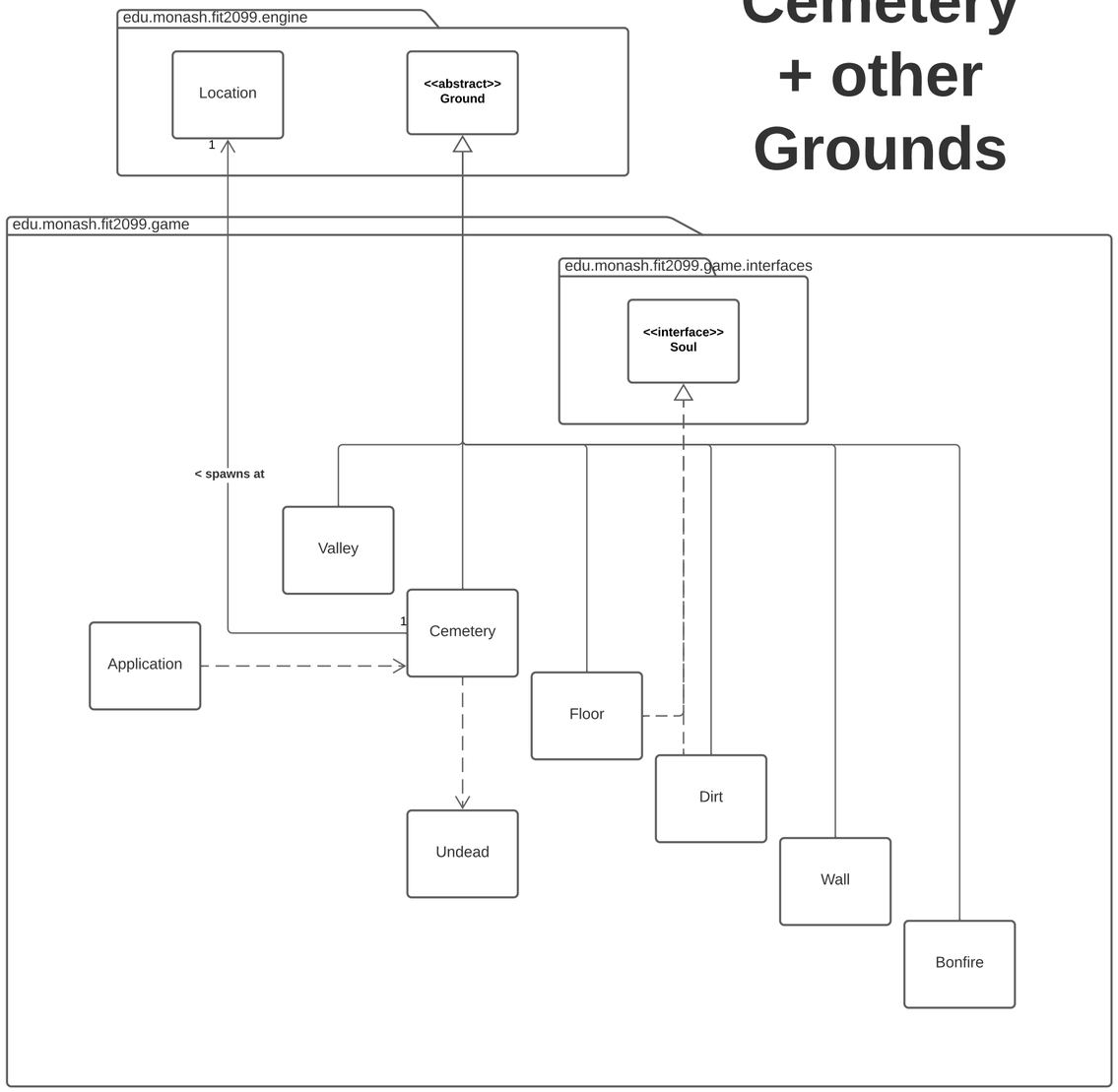
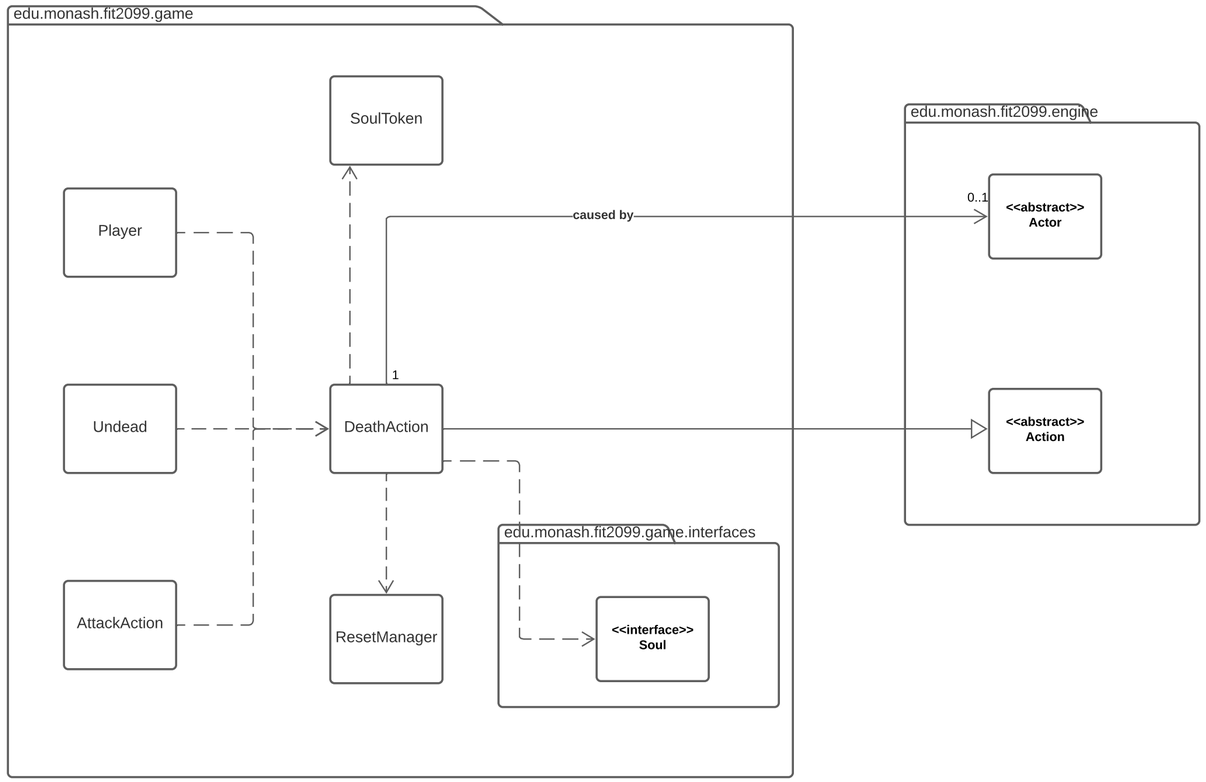
Actor
<<abstract>>
WeaponItem

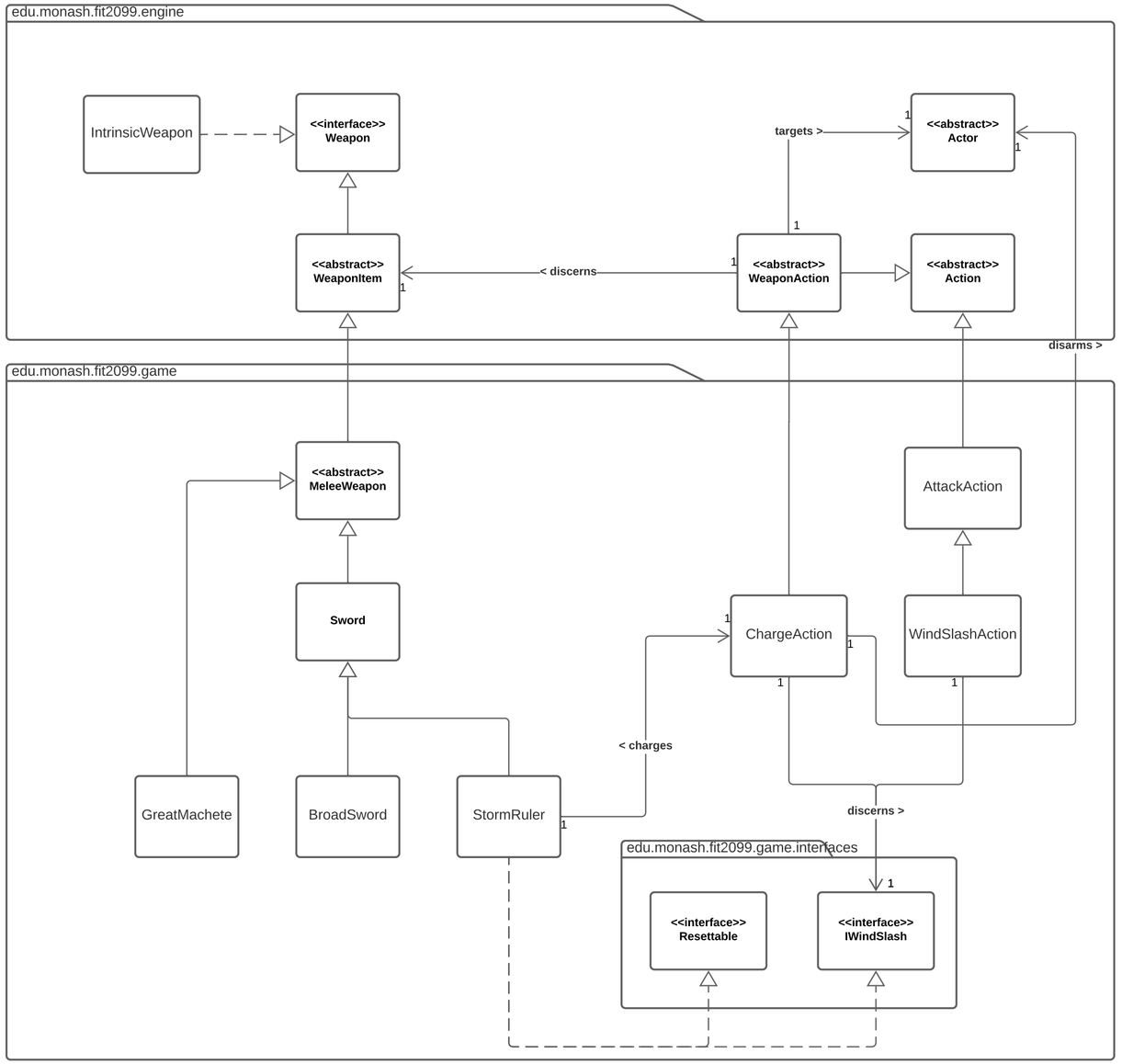
Valley, Cemetery + other Grounds



Deaths


edu.monash.fit2099.game
SoulToken
Player
caused by
0..1
<<abstract>>
Actor
1
Undead
DeathAction
<<abstract>>
Action
edu.monash.fit2099.game.interfaces
AttackAction
ResetManager
<<interface>>
Soul
edu.monash.fit2099.engine

Weapons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IntrinsicWeapon
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Weapon
targets >
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<<abstract>>
Actor
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WeaponItem
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< discerns
1
<<abstract>>
WeaponAction
<<abstract>>
Action
disarms >
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MeleeWeapon
AttackAction
Sword
1
ChargeAction
1
WindSlashAction
1
1
< charges
GreatMachete
BroadSword
StormRuler
1
discerns >
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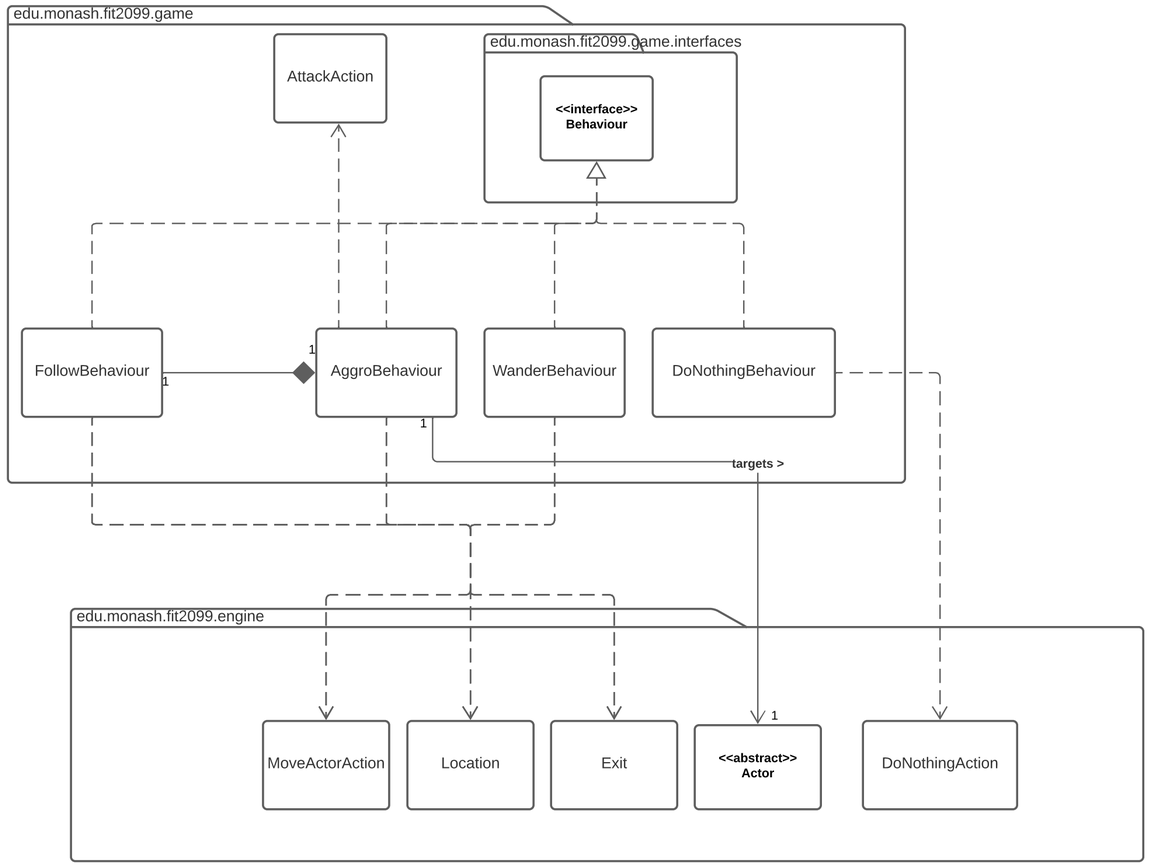
1
<<interface>>
Resettable
<<interface>>
IWindSlash

Behaviour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AttackAction
edu.monash.fit2099.game.interfaces
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Behaviour
FollowBehaviour
1
1
AggroBehaviour
WanderBehaviour
DoNothingBehaviour
1
targets >
edu.monash.fit2099.engine
MoveActorAction
Location
Exit
1
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Actor
DoNothingAction