

Player
Knows its position Can move around the map Can interact with locations Has energy
Stereotype: Information Holder

Map
Is a tilemap Is displayed on a screen Contains interactable locations
Stereotype: Information Holder

Game Screen
Is a screen Holds the map, player, clock, and energy bar Allows the player to interact with locations
Stereotype: Controller, Structurer

Place to Sleep
Is interactable with via the player Makes the game progress to the next day Replenishes player energy Affects the score Is on the map
Stereotype: Interfacer

Places to Eat
Is interactable with via the player Affects the score Is on the map
Stereotype: Interfacer

Recreational Activities
Is interactable with via the player Affects the score Is on the map
Stereotype: Interfacer

Places to Study
Is interactable with via the player Affects the score Is on the map
Stereotype: Interfacer

Locations of Places
Stores the location of the locations on the map
Stereotype: Information Holder

NPCs
Is interactable with via the player Affects the score Is on the map
Stereotype: Interfacer

Interactions
Is what occurs when the player interacts with a location or NPC Cause the minigame screen to open
Stereotypes: Coordinator

Minigame Screen
Is a screen Is opened upon interaction Contains an activity for the player to complete
Stereotype: Controller

Menu Screen
Is the initial screen for the game Contains the start game button and settings button
Stereotypes: Controller, Interfacer

Starting Customisation Screen
Is displayed after the game starts Allows the user to select/create a player sprite
Stereotype: Interfacer

Highscore
Is saved externally Is displayed in the end screen Contains the highest score
Stereotype: Information Holder

Days
Stores the current day the game is on Is displayed in the clock Is incremented when the player performs the sleep interaction
Stereotype: Information Holder

Energy Bar
Is displayed on the game screen Displays the player's remaining energy Is affected by changes in energy
Information Holder

Sound Effects
As played when the game is in certain states Can be controlled in the settings
Stereotype: Information Holder

Clock
Is displayed on the game screen Displays the day and time Is affected by changes in time and day
Stereotype: Information Holder

Controls
Maps the input device to the in game controls
Stereotype: Service Provider

Score
Is displayed on the end screen Is calculated based on interactions throughout the game
Stereotype: Information Holder

Time
Stores the current time of the day Is reset up performing the sleep interaction
Stereotype: Information Holder

End Screen
Is displayed at the end of the game Contains the players score and the highscore Indicates the game is complete
Stereotype: Information Holder

Energy
Stores the remaining energy for the current day