

Item ●
is Found
x coordinate
y coordinate
get Is Found
get x coordinate
set y coordinate
set Is Found

Twig ●
is Found
x coordinate
y coordinate
get Is Found
set x coordinate
set y coordinate

Spiderweb ●
is Broken
x coordinate
y coordinate
is Broken
get x coordinate
get y coordinate
breakWeb

Hummingbird ●
x coordinate
y coordinate
inventory: ArrayList<Item>
get x coordinate
get inventory
get y coordinate
print inventory

Game loop ●
Hummingbird: hummingbird
Twig: twig
Spiderweb: spiderweb
Flower : flower
Nest : Nest
end of game: bool
word found: bool
Contains grab (string command)
Contains move (string command)
Contains lay eggs (string command)
Contains print inventory (string command)
Contains quit (string command)