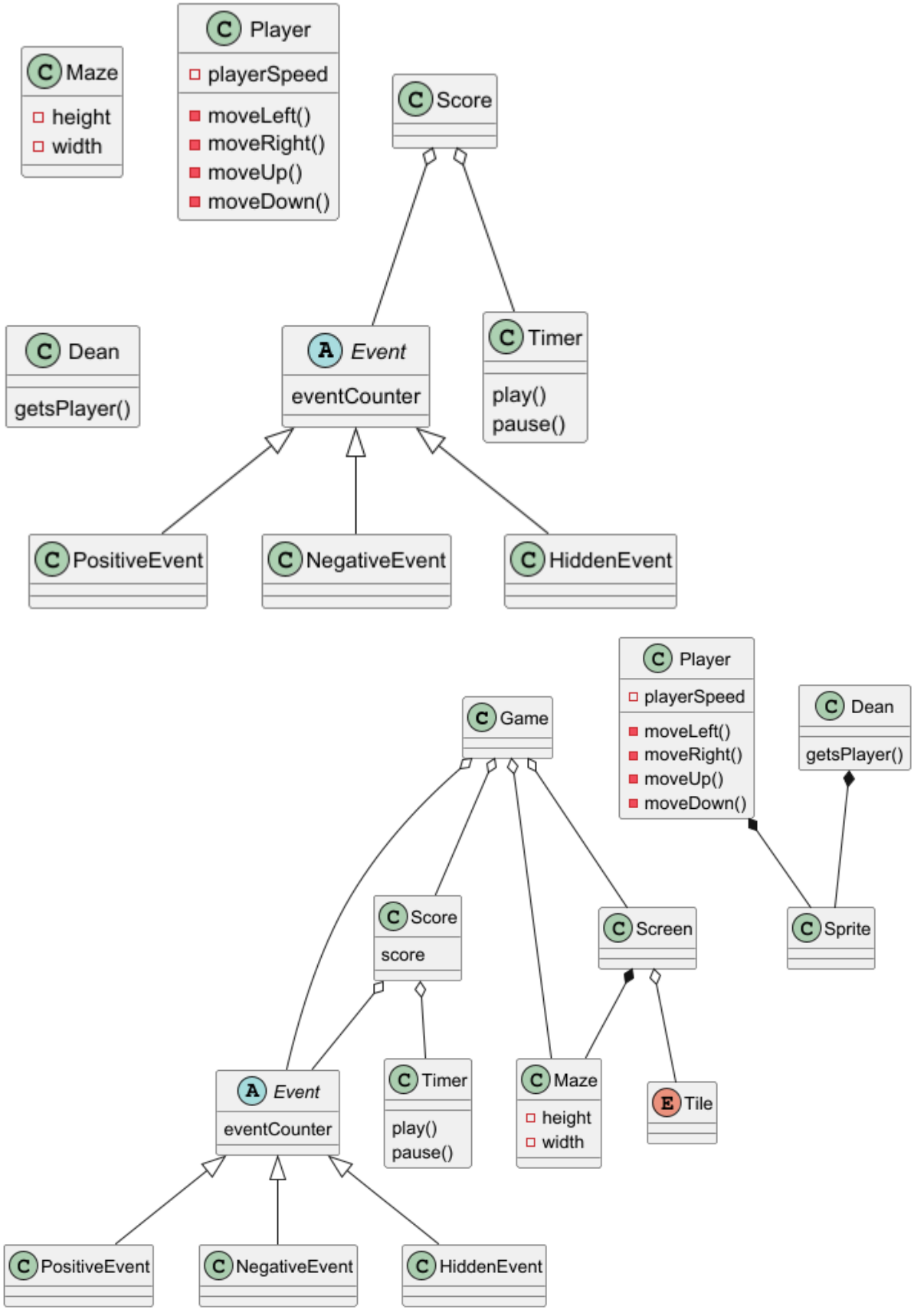
Class diagram (structural) - gives a good overview of system, how classes interact



State diagram (behavioural) - shows how the game changes with different events, how decisions influence game