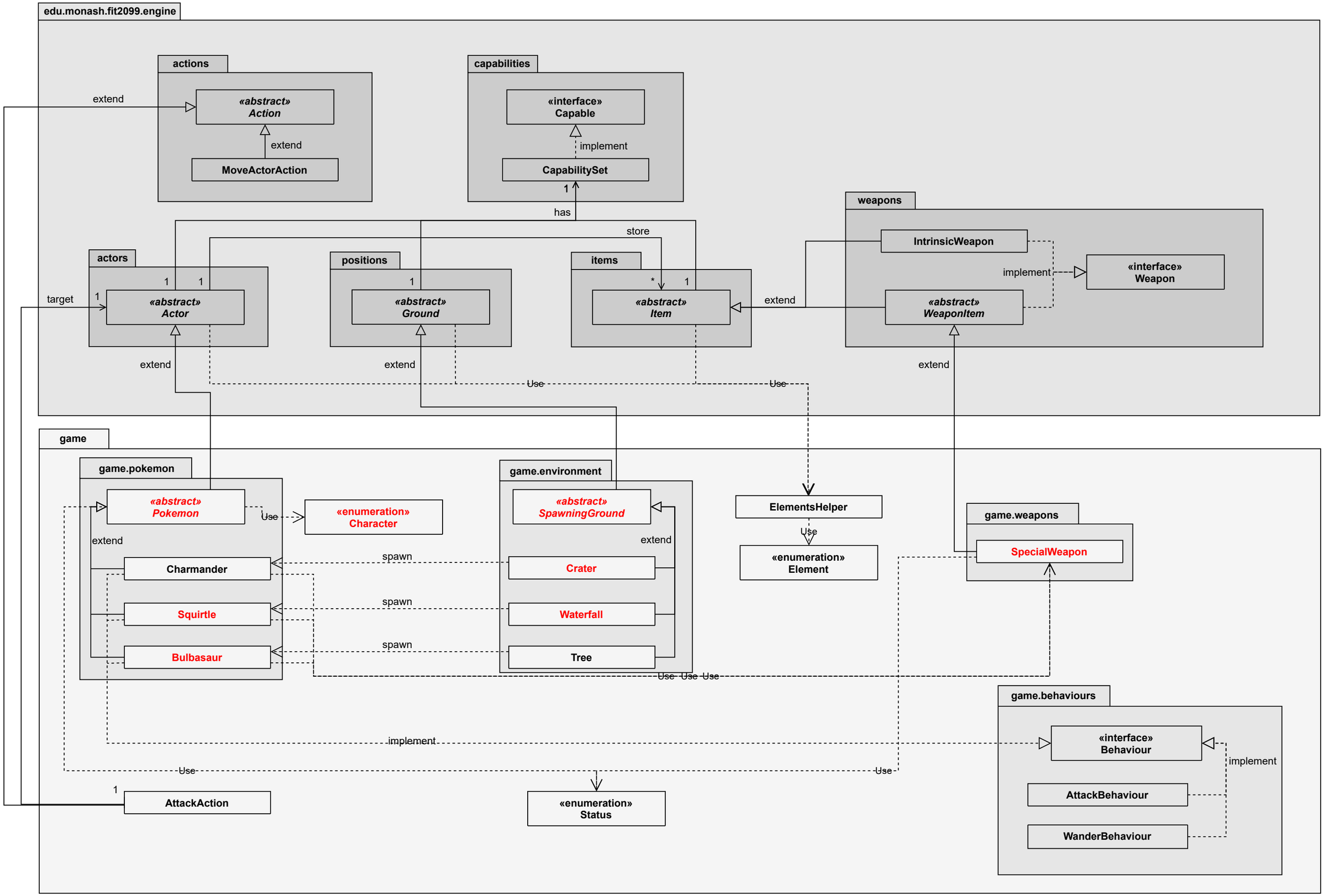
edu.monash.fit2099.engine
actions
«abstract» Action
extend
MoveActorAction
capabilities
«interface» Capable
implement
CapabilitySet
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has
store
actors
«abstract» Actor
target
positions
«abstract» Ground
items
«abstract» Item
weapons
IntrinsicWeapon
«abstract» WeaponItem
«interface» Weapon
Use
game
game.pokemon
«abstract» Pokemon
«enumeration» Character
Charmander
Squirtle
Bulbasaur
game.environment
«abstract» SpawningGround
Crater
Waterfall
Tree
spawn
ElementsHelper
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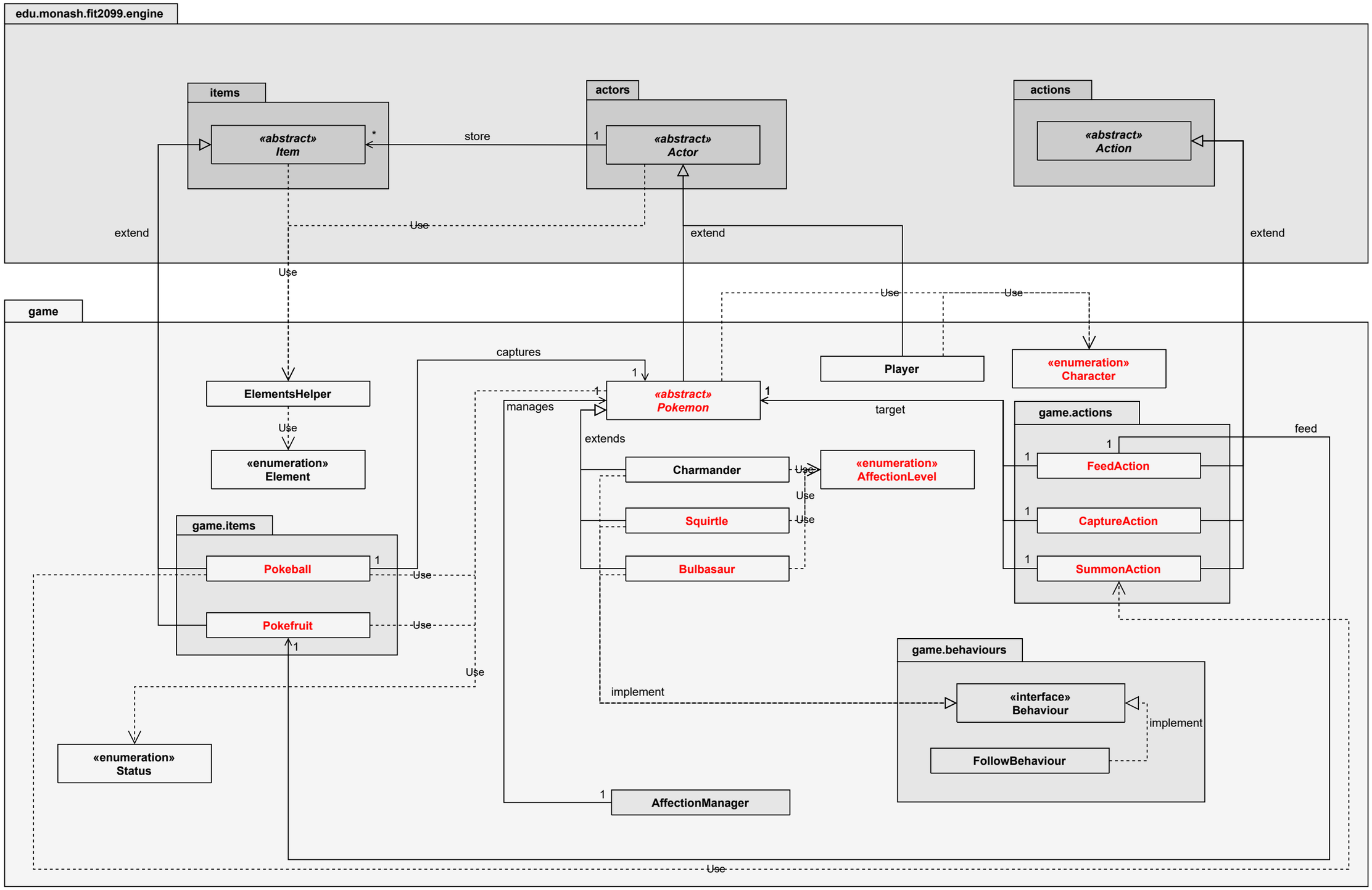
SpecialWeapon
game.behaviours
«interface» Behaviour
AttackBehaviour
WanderBehaviour
AttackAction
«enumeration» Status


edu.monash.fit2099.engine
items
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Item
actors
«abstract»
Actor
actions
«abstract»
Action
store
*
1
Use
extend
extend
extend
Use
game
Use
Use
ElementsHelper
Use
«enumeration»
Element
captures
1
1
«abstract»
Pokemon
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manages
target
Player
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Character
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FeedAction
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CaptureAction
1
SummonAction
extends
Charmander
Use
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AffectionLevel
Use
Squirtle
Use
Bulbasaur
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Pokeball
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Use
Pokefruit
Use
1
Use
«enumeration»
Status
implement
game.behaviours
«interface»
Behaviour
implement
FollowBehaviour
1
AffectionManager
Use