task 2 uml

Engine

actions
- <> Action
- MoveActorAction

actors
- <<interface>> Behaviour
- <> Actor

0..*

0..*

1

Game

actions
- AttackAction

1

actors

enemy
- SuspiciousAstronaut
- Enemy
- AlienBug

1

1

behaviours
- AttackBehaviour
- StealBehaviour
- WanderBehaviour
- FollowBehaviour