Class diagram

Game ☐ Game GameStatus gameStatus: GameStatus = ongoing - ongoing Character [0...1] westRoom - win - lost [0...1] southRoom [1.1] initialRoom [0.1] northRoom Answer [1..*] gameRoom [1..1] player □ Room Player ☐ Character Object 0...* roomCharacters name : EString P health : Eint name : EString 🖵 areetina : EStrina Player [0..*] characterObjects 0.*1 answers [0..*] roomObjects [1..*] actions Action ☐ Object Answer Action = effectOnGameStatus : GameStatus = ongoing [1..1] object name : EString 1...11 questionedObject answerText : EString Take -> Action Open -> Action [0..1] ker [0..1] objectInside Read -> Action ☐ Take ☐ Open Read ☐ Consume

🖵 text : EString

Consume -> Action

Enum: GameStatus

- command : EString