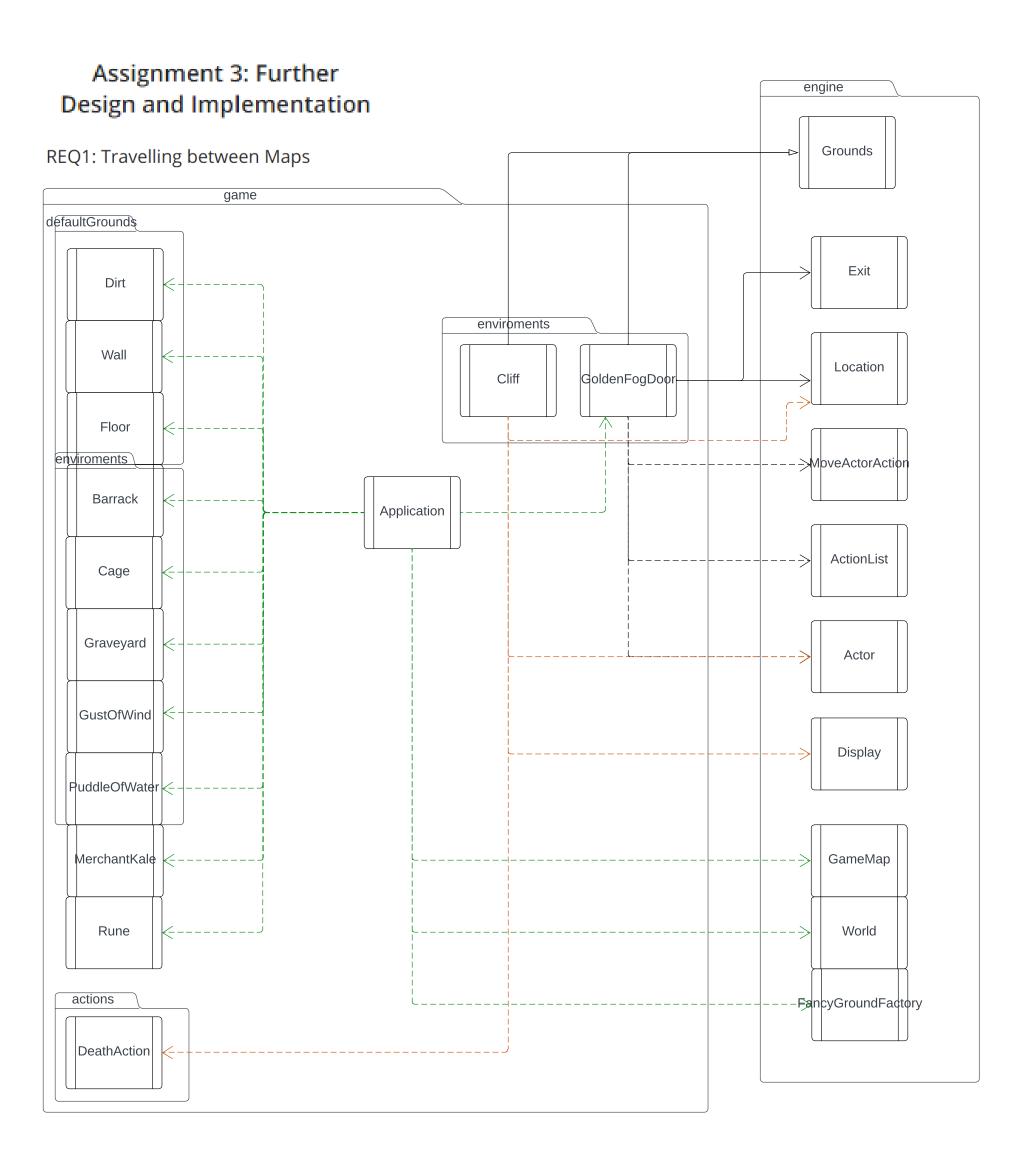
Assignment 2: Develop

REQ1: Environments & Enemies REQ5: More Enemies (HD requirement) ActionList FancyGroundFactory <<abstract>> Weapon enemies Gust of Wind Puddle of Water <<abstract>> Enemy actions <<abstract>> <<abstract>> <<abstract>> Skeletal AttackAction Skeletal Bandit Giant Crayfish GiantDog DeathAction Heavy Skeletal PileOf Bones GiantCrab LoneWolf Swordsman DespawnAction ___1 PurchaseAction < > behaviour SellAction < Player -- AttackAOEAction --<<interface>> Behaviour <<abstract>> DespawnBehaviour -Trader RandomNumber | <<interface>> | Floor Resettable Merchant Kale <<enum>> <<enum>> - AttackAOEBehaviour Status Abilities



Assignment 3: Further Design and Implementation

REQ2: Inhabitant of the Stormveil Castle

