

The diagram represents an object-oriented system for player and weapon that has three concrete classes implementing an interface.

There are three classes extended the abstract Player class which is also extended the abstract Actor. Three more classes extended the abstract WeaponItem class. Since they share some common attributes and methods, it is logical to abstract these identities to avoid repetitions.

Each subclass of Player has an association between a subclass of WeaponItem. When the type of Player is chosen, the corresponding weapon will set automatically.

Special Attack is implement as interface. An interface only stores the method signature and not the method definition. So, the method can be adjusted in it own class.