Squirrel

+int num_of_acorns;
+int num_of_bad;
-int pos_x;
-int pos_y;
-boolean Punishment;
-boolean Health;
-int level;

+void move(int x, int y);
+void Slowdown();
+void Death();
+void teleport();
+int get_x();
+int get_y();

Feature

-int pos_x;
-int pos_y;

+void Spawn(int x, int y);
+void Disappear();

Collects

1   0..*

1

0..*

1   1

1

Raccoon

-int pos_x;
-int pos_y;

+void spawn(int x, int y);
+int get_x();
+int get_y();
+void MovePattern();
+void MoveSpeed();
+void Disappear();

Portal

-int pos_x;
-int pos_y;

+void SpawnPosition(int x, int y);
+void RandomPos();
+void Disappear();
+int get_x();
+int get_y();

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Wall

-int length;
-int pos_x1;
-int pos_y1;
-int pos_x2;
-int pos_y2;
-char dir;

+int getPosX();
+int getPosY();