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

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+String Feat\_type;

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+void SetFeature(char Feat\_char);

+void SetRandom();

+void Disappear();

Collects

1 0..\*

1

0..\*

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();

1

1

Wall

-int length;

-int pos\_x1;

-int pos\_y1;

-int pos\_x2;

-int pos\_y2;

-char dir;

+int getPosX();

+int getPosY();

Portal

-int pos\_x;

-int pos\_y;

+void SpawnPosition(int x, int y);

+void RandomPos();

+void Disappear();

+int get\_x();

+int get\_y();