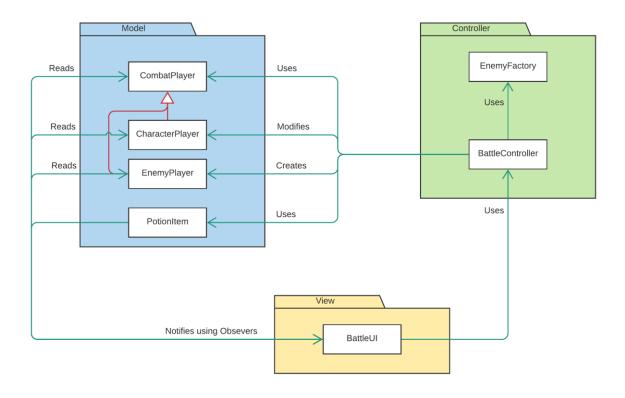
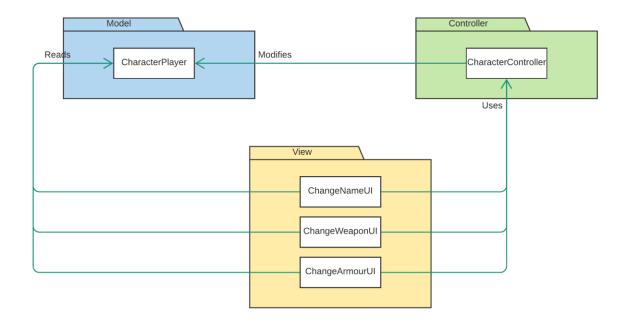
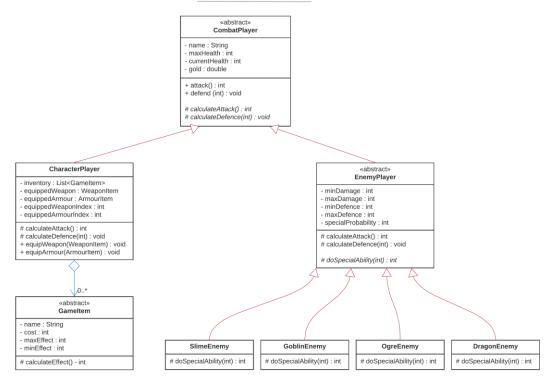
**MVC Package UML - Battle-related Interactions** 

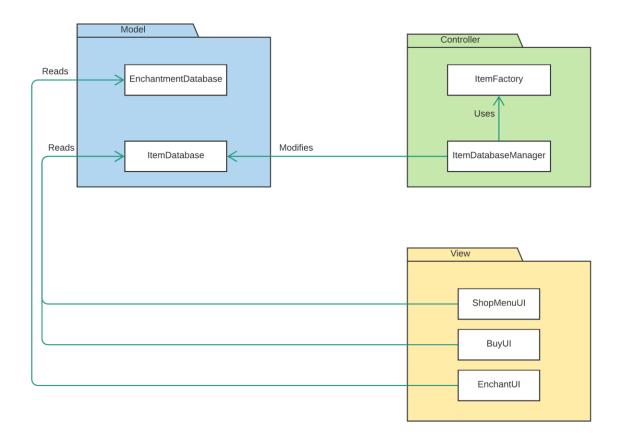


**MVC Package UML - Character-related Interactions** 

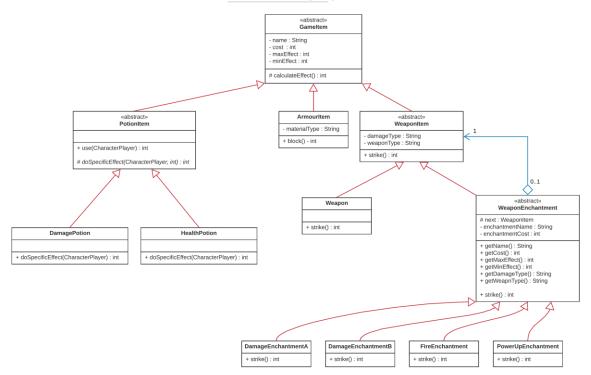


## CombatPlayer - Class Relationships

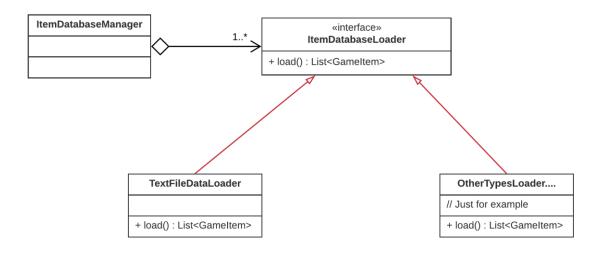


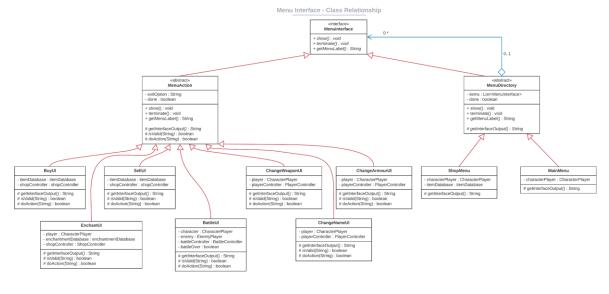


**GameItem - Class Relatipnships** 



## **ItemDatabase Loader - Strategy Pattern**





## Menu Interface - Hierarchy

