

edu.monash.fit2099.engine

0..*

<<abstract>>
Item

<<interface>>
Weapons

edu.monash.fit2099.game

<<enum>>
Status

actors

Player

1

Toad

Koopa

trades

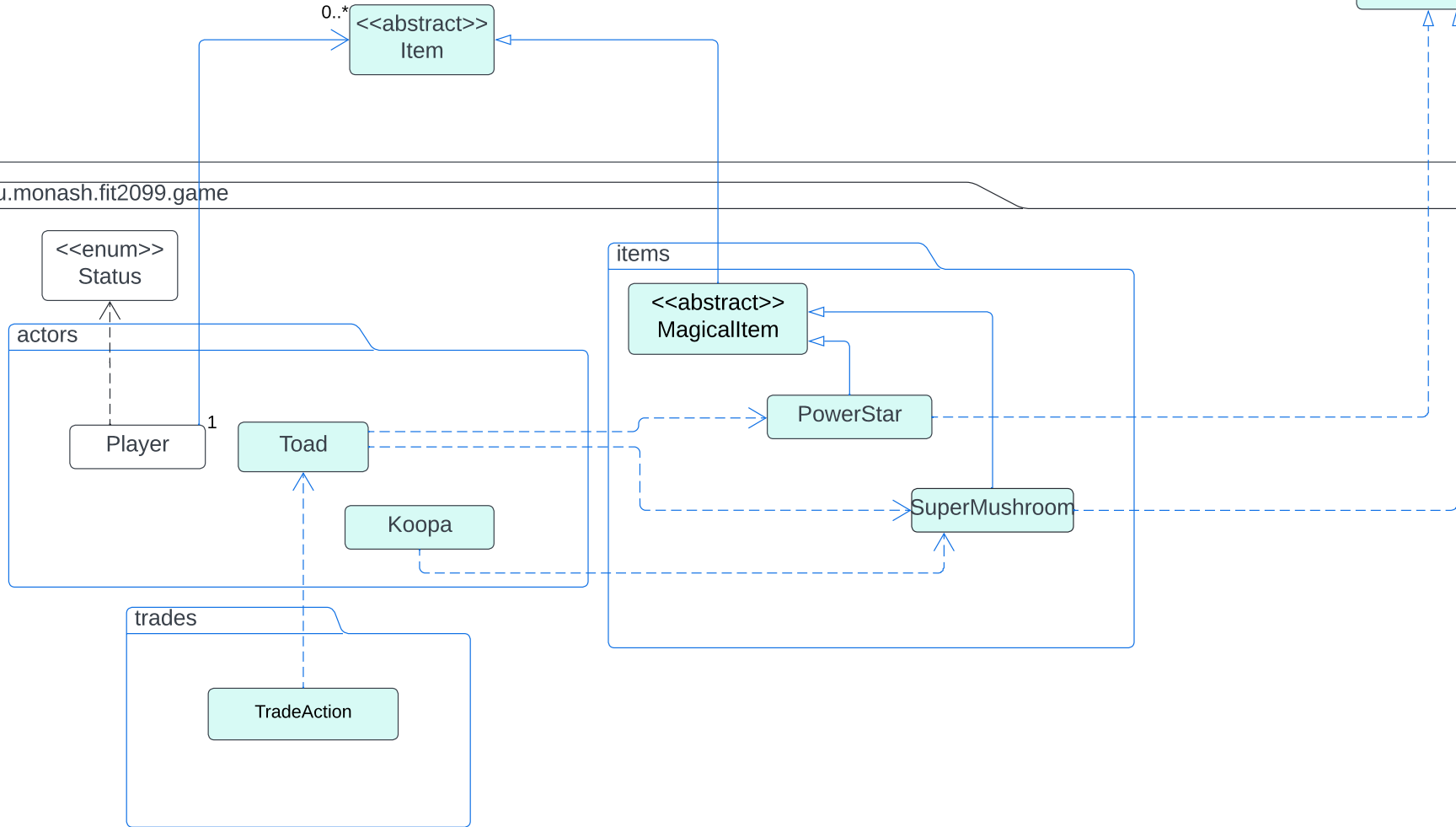
TradeAction

items

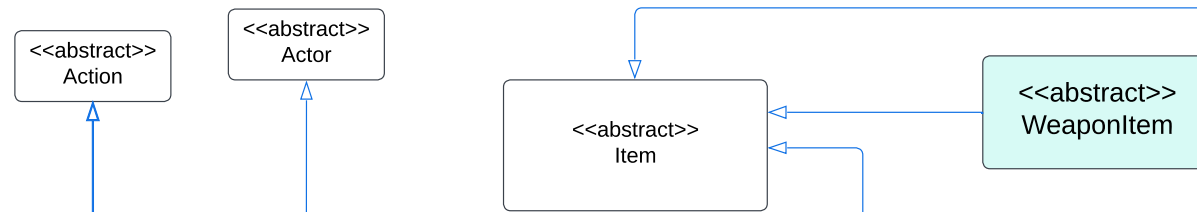
<<abstract>>
MagicalItem

PowerStar

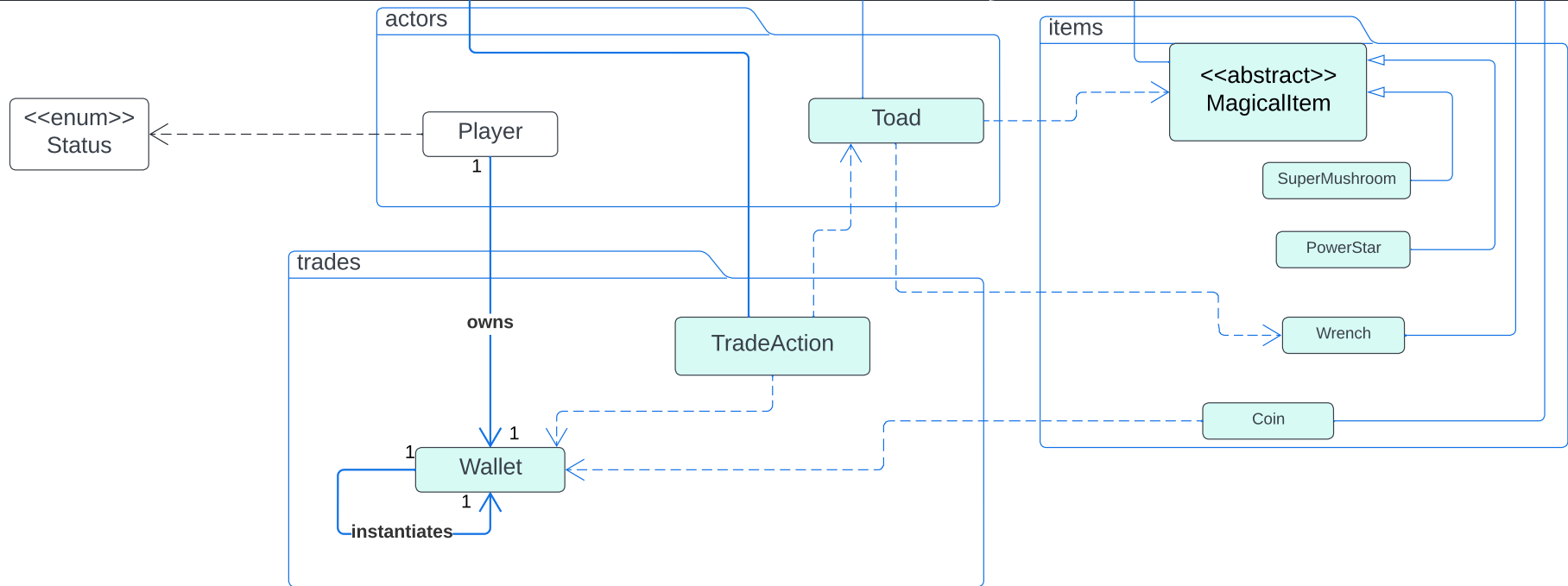
SuperMushroom



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<<abstract>>
Actor

<<abstract>>
Action

<<abstract>>
WeaponItem

<<abstract>>
Item

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items

actions

actors

Toad

Player

1
SpeakAction

Wrench

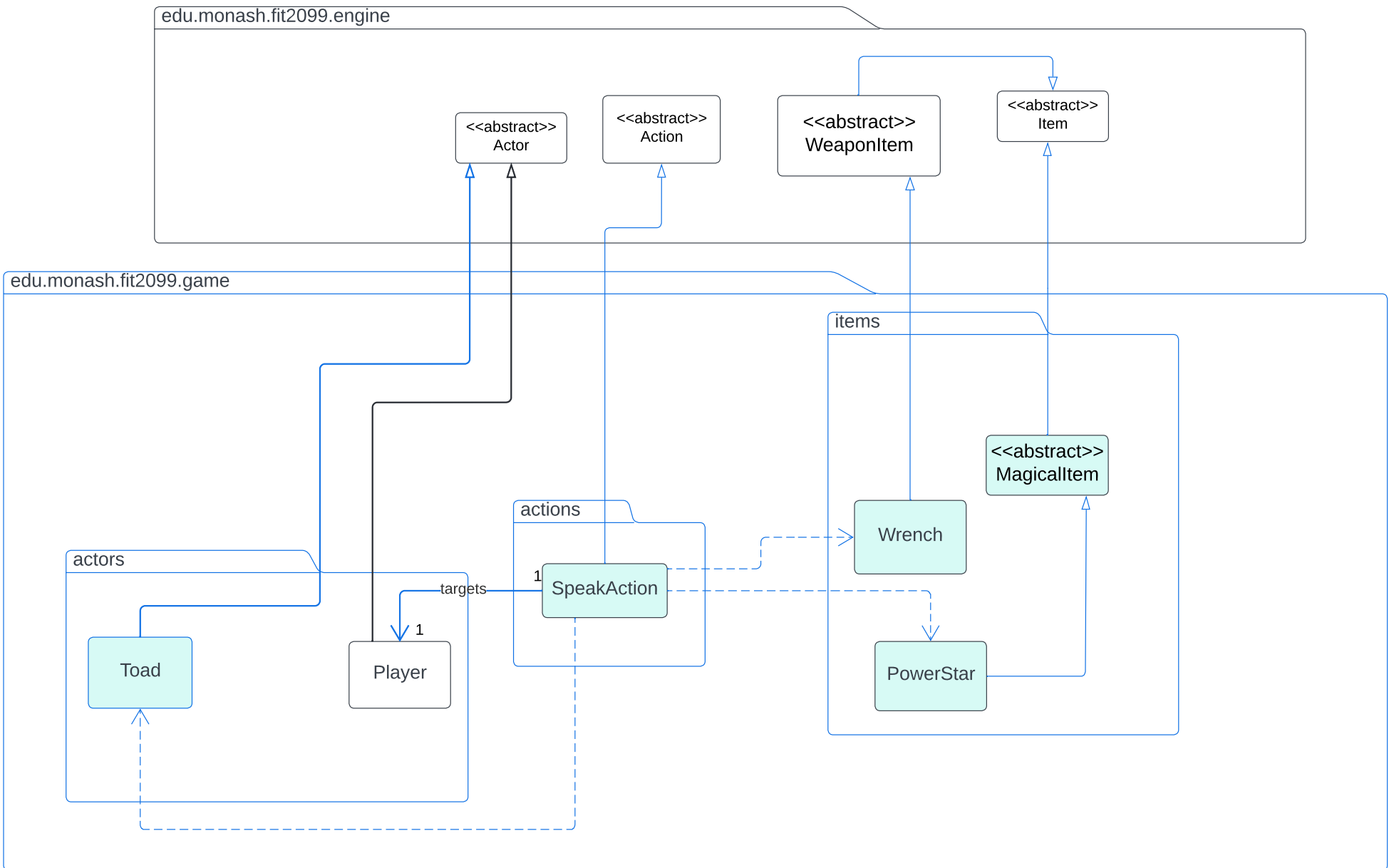
PowerStar

<<abstract>>
MagicalItem

targets

1

1



<<abstract>>
Actor<<abstract>>
Ground<<abstract>>
Item

reset

<<interface>>
Resettable

0..*

runs

1

instantiates

1

1

ResetManager

items

Coin

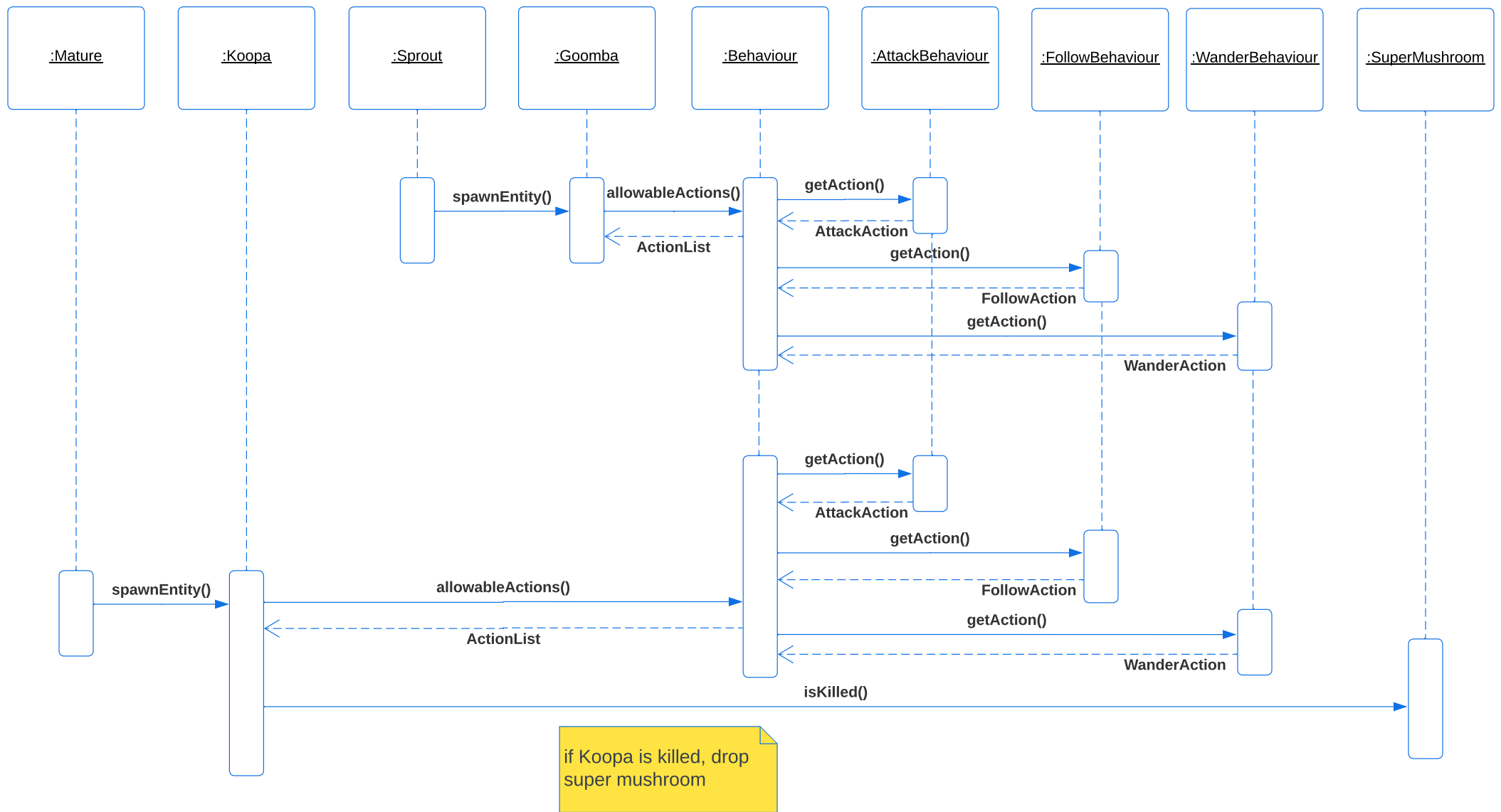
actors

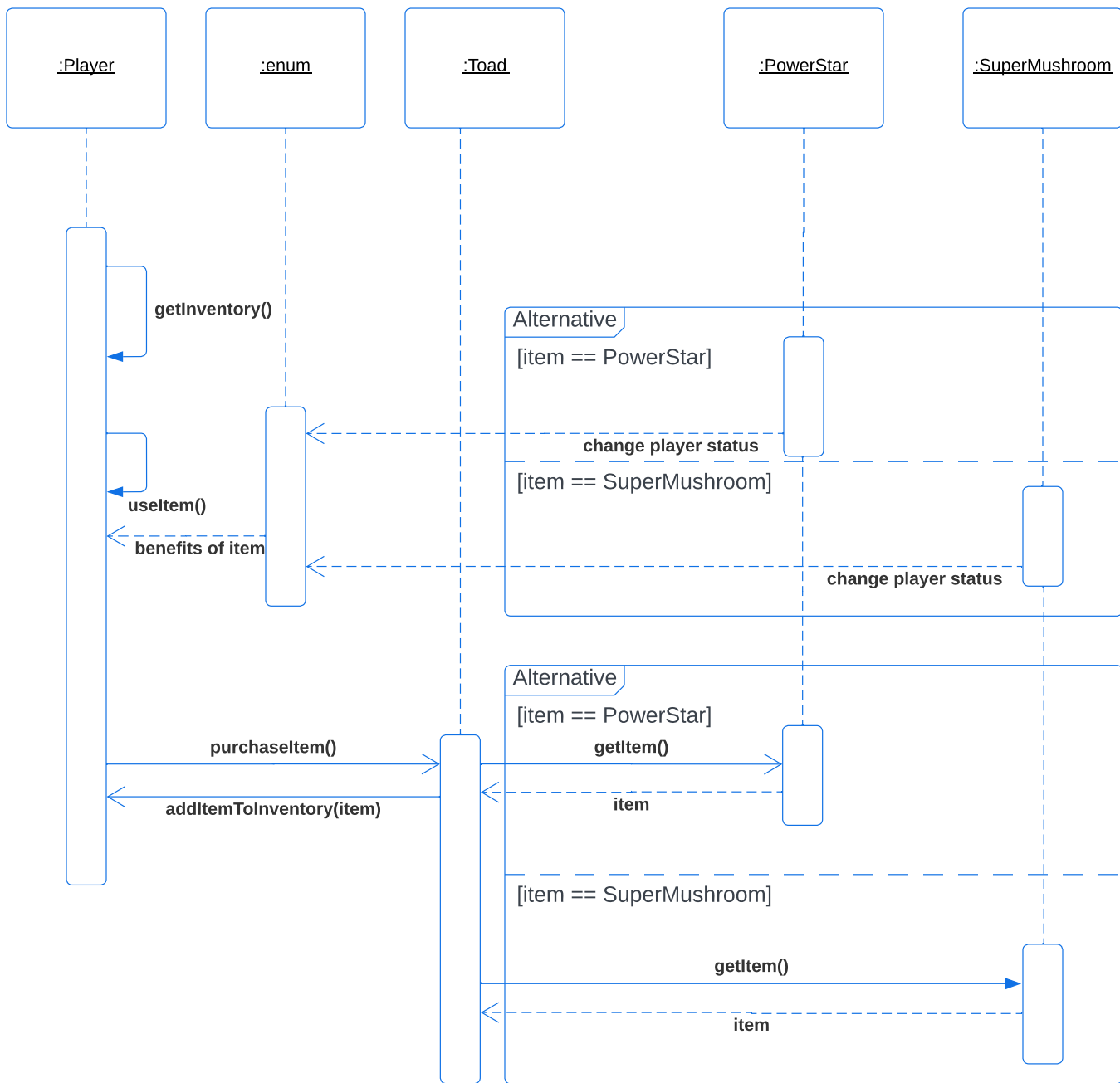
ground

Tree

<<abstract>>
Enemy

Player





For example, if player uses super mushroom, he becomes ENLARGED status, which then provides all the changes from super mushroom

