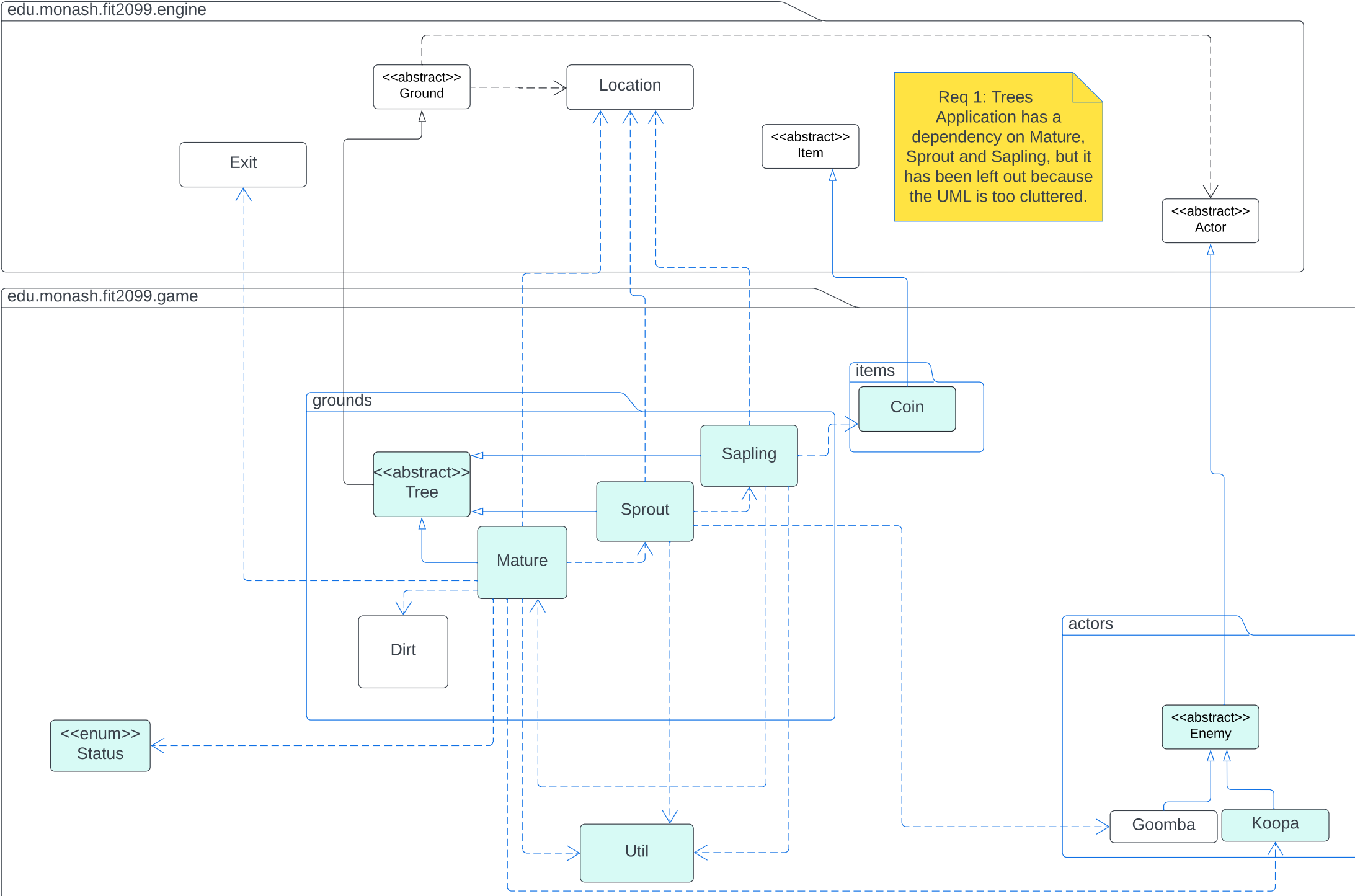
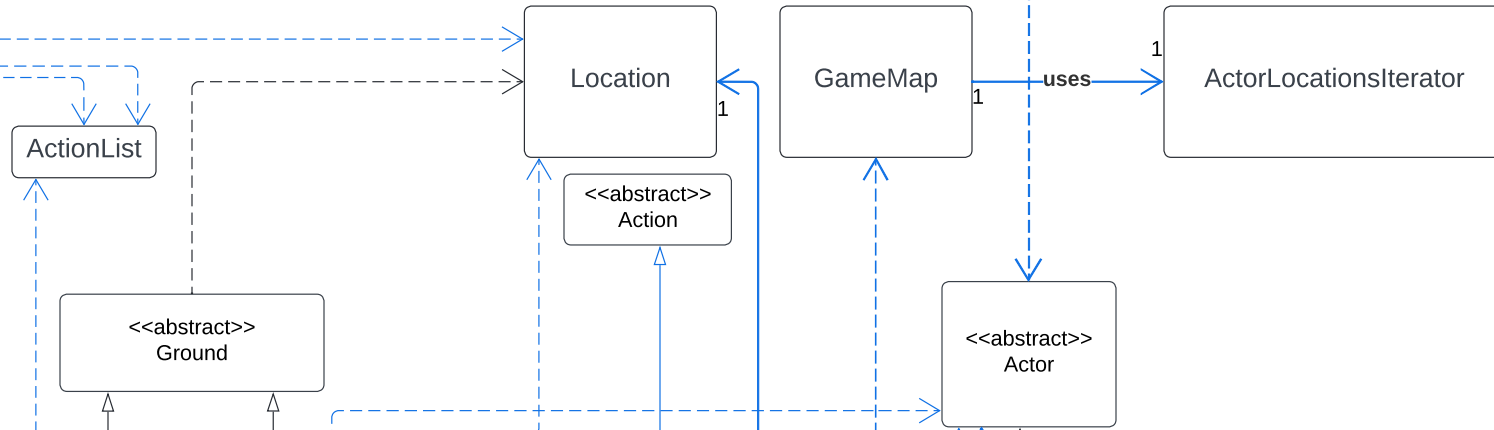


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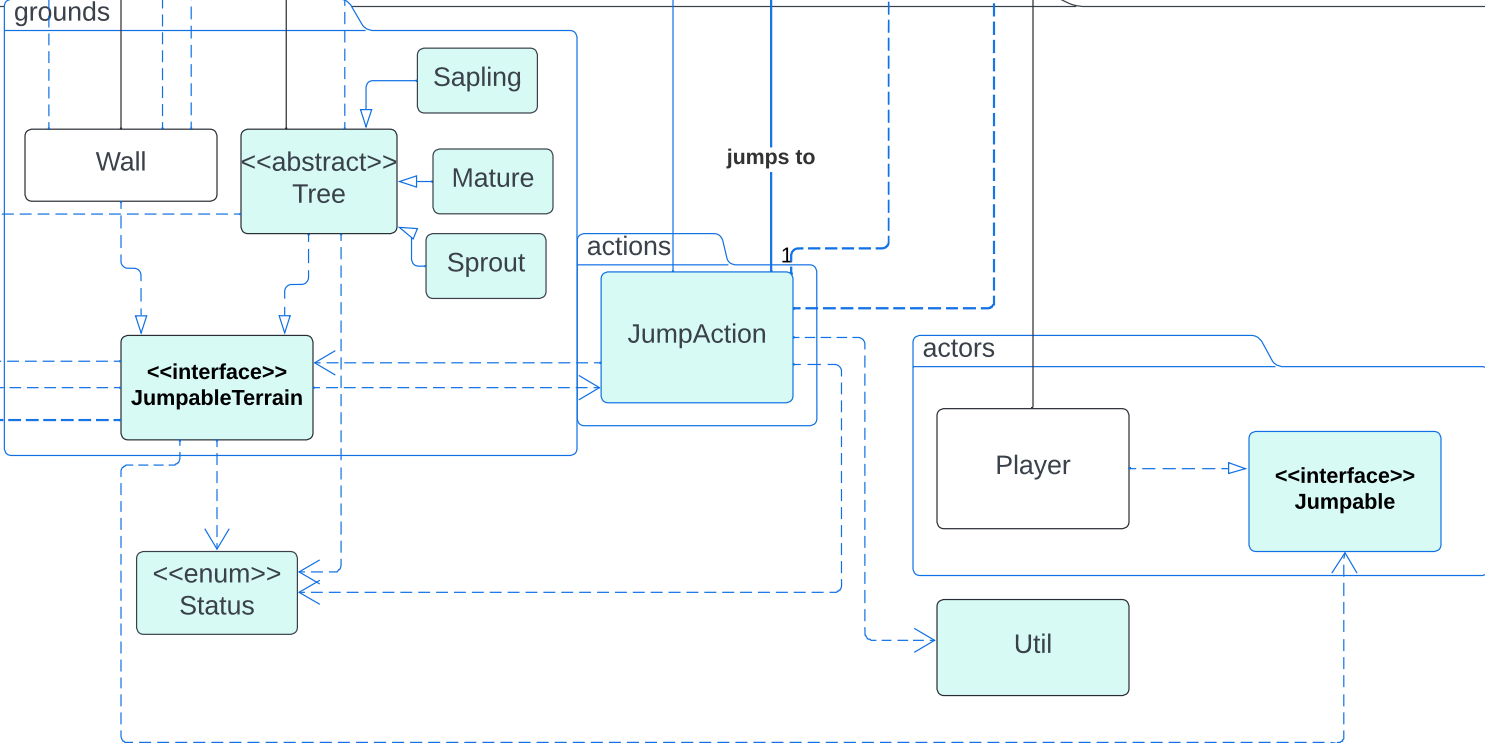


## Req 2: Jump

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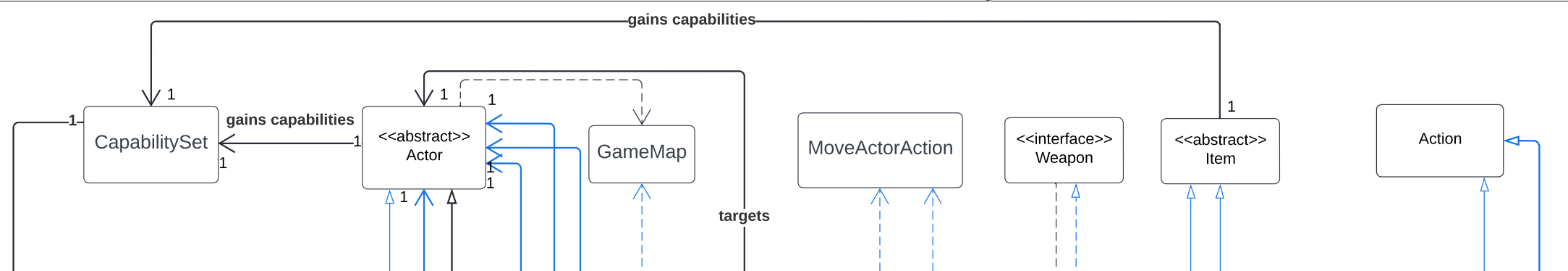


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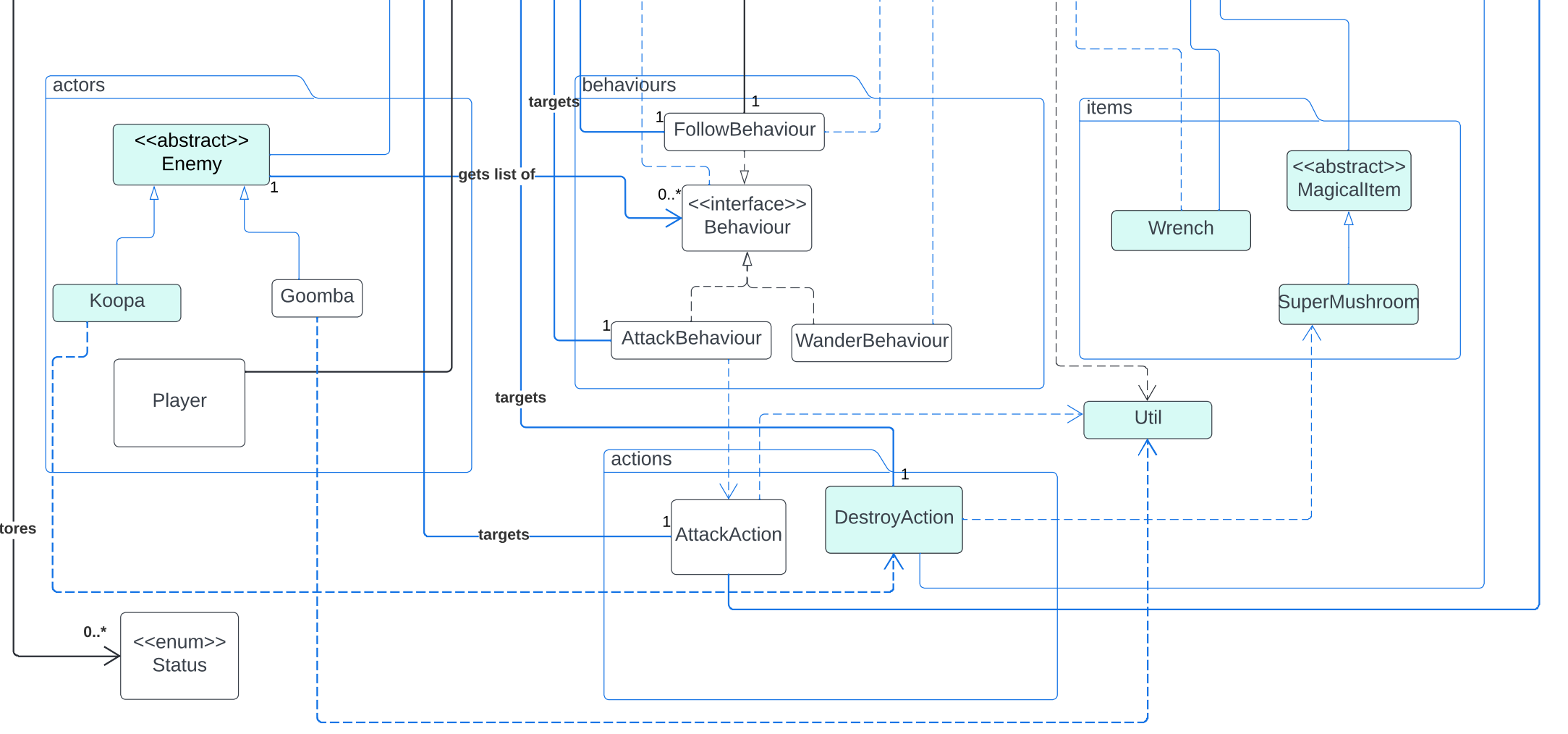


# Req 3: Enemies

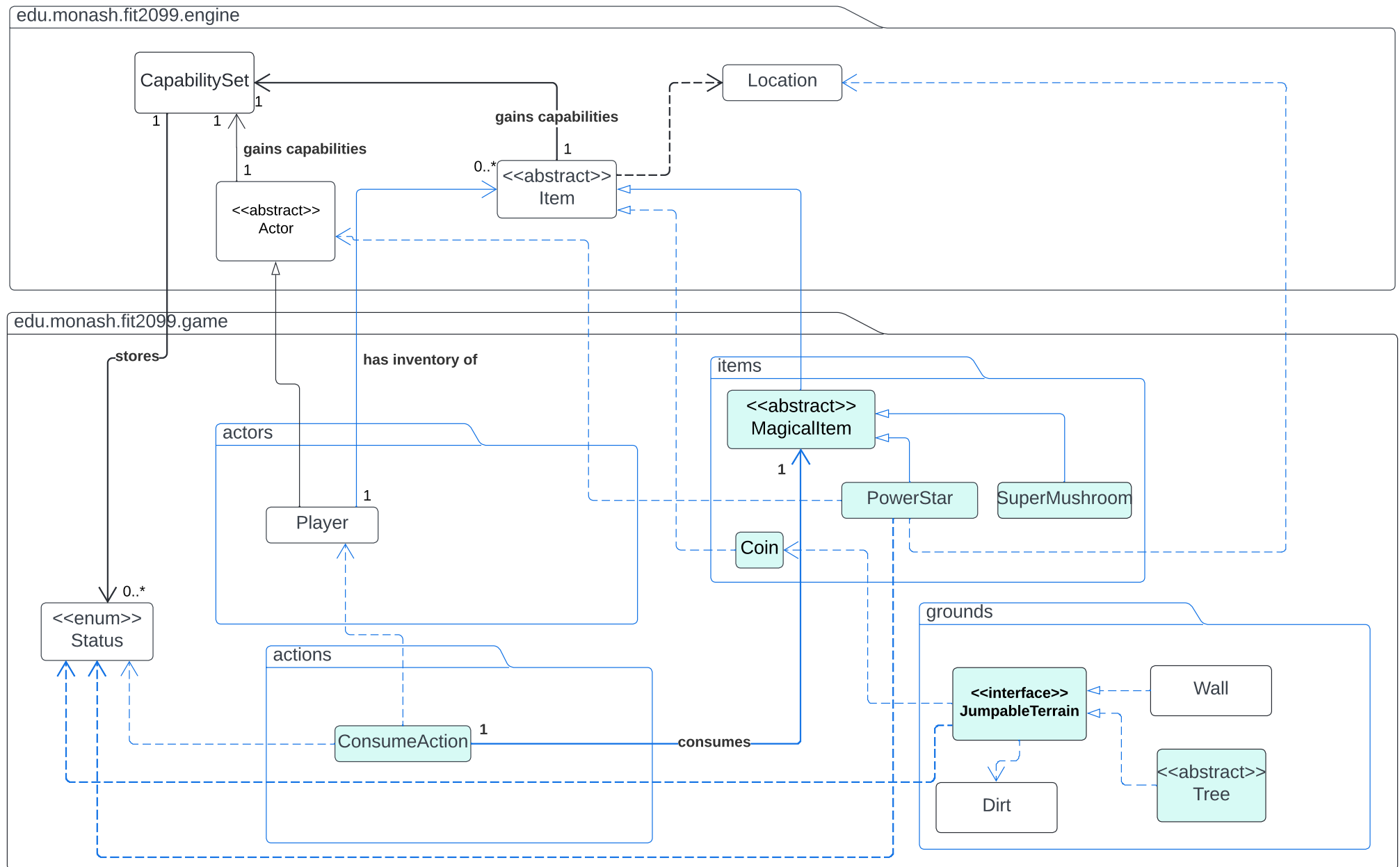
edu.monash.fit2099.engine



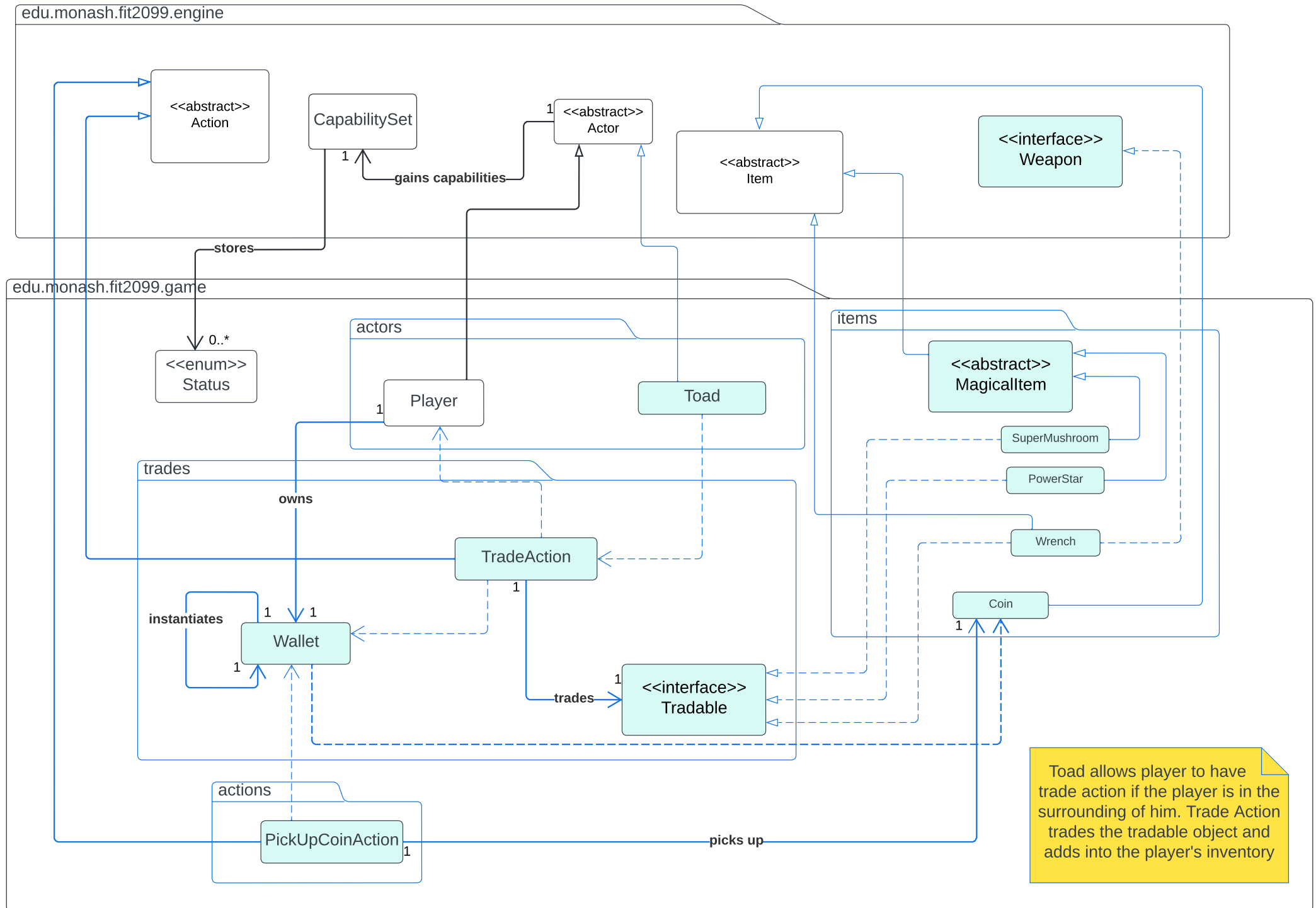
edu.monash.fit2099.game



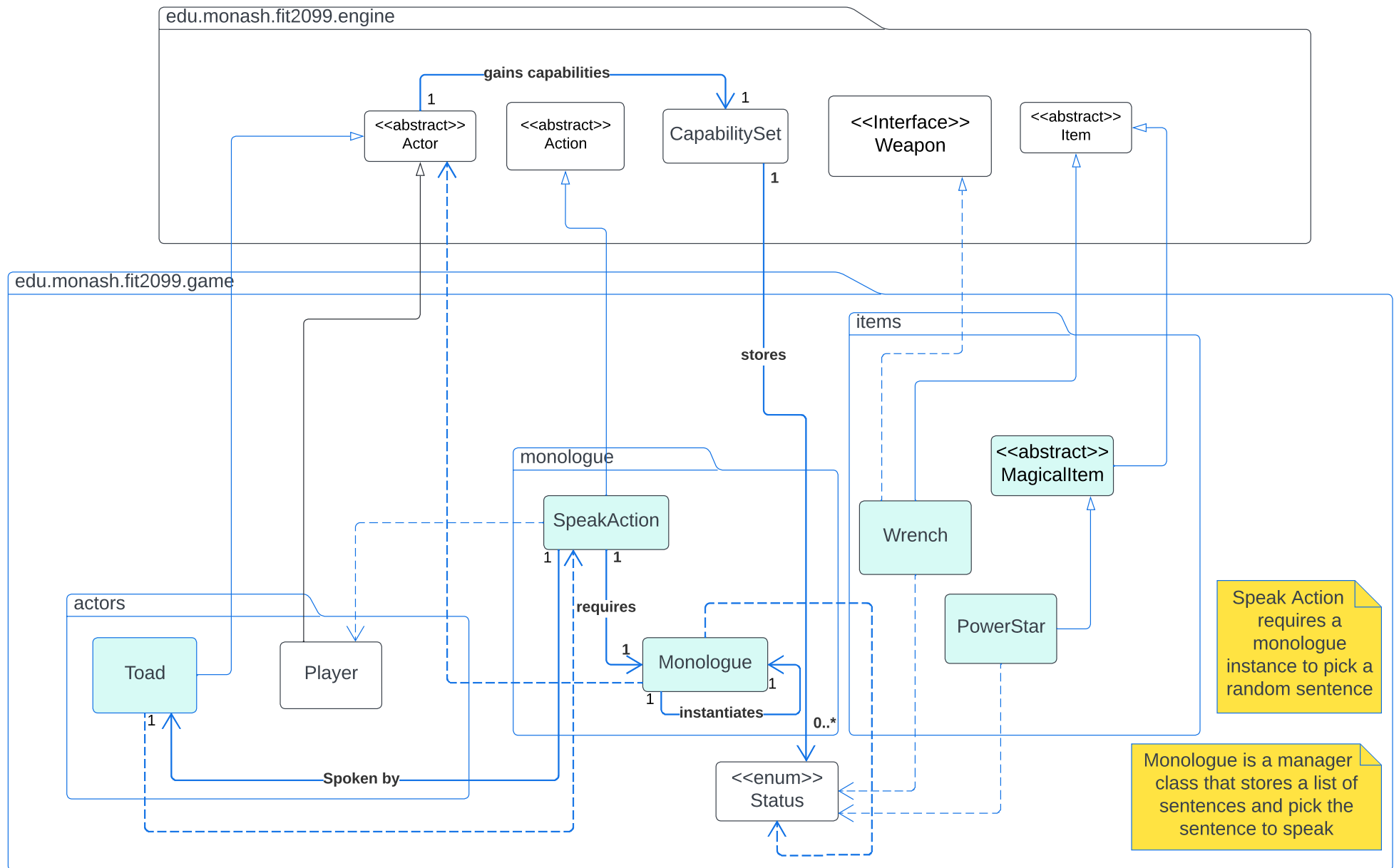
# Req 4: Magical Items



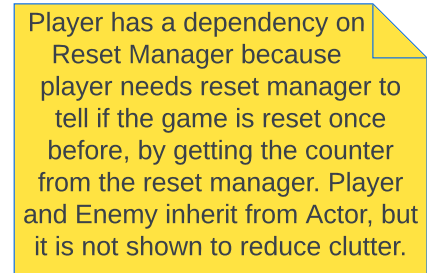
### Req 5: Trading



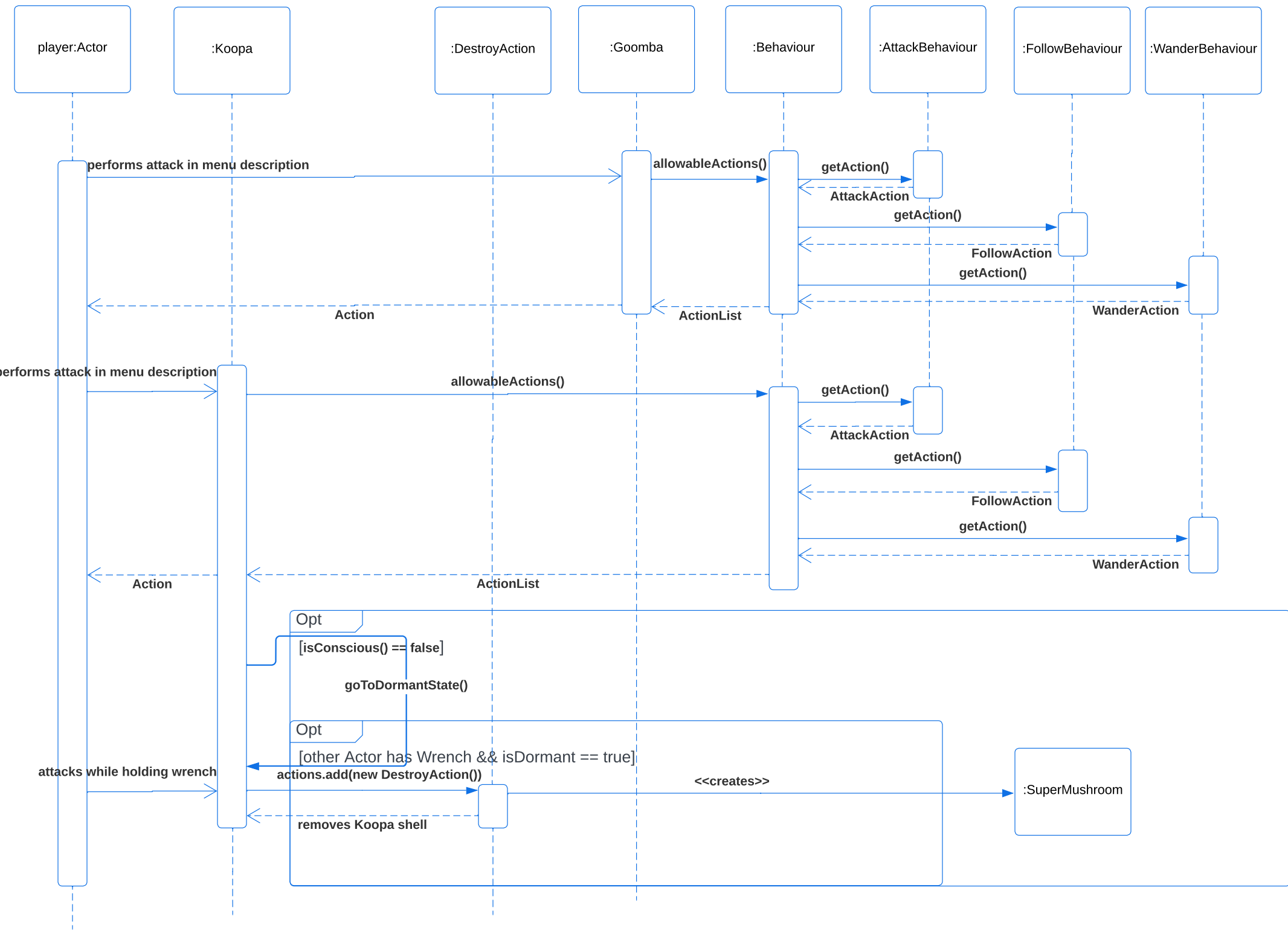
## Req 6: Monologue



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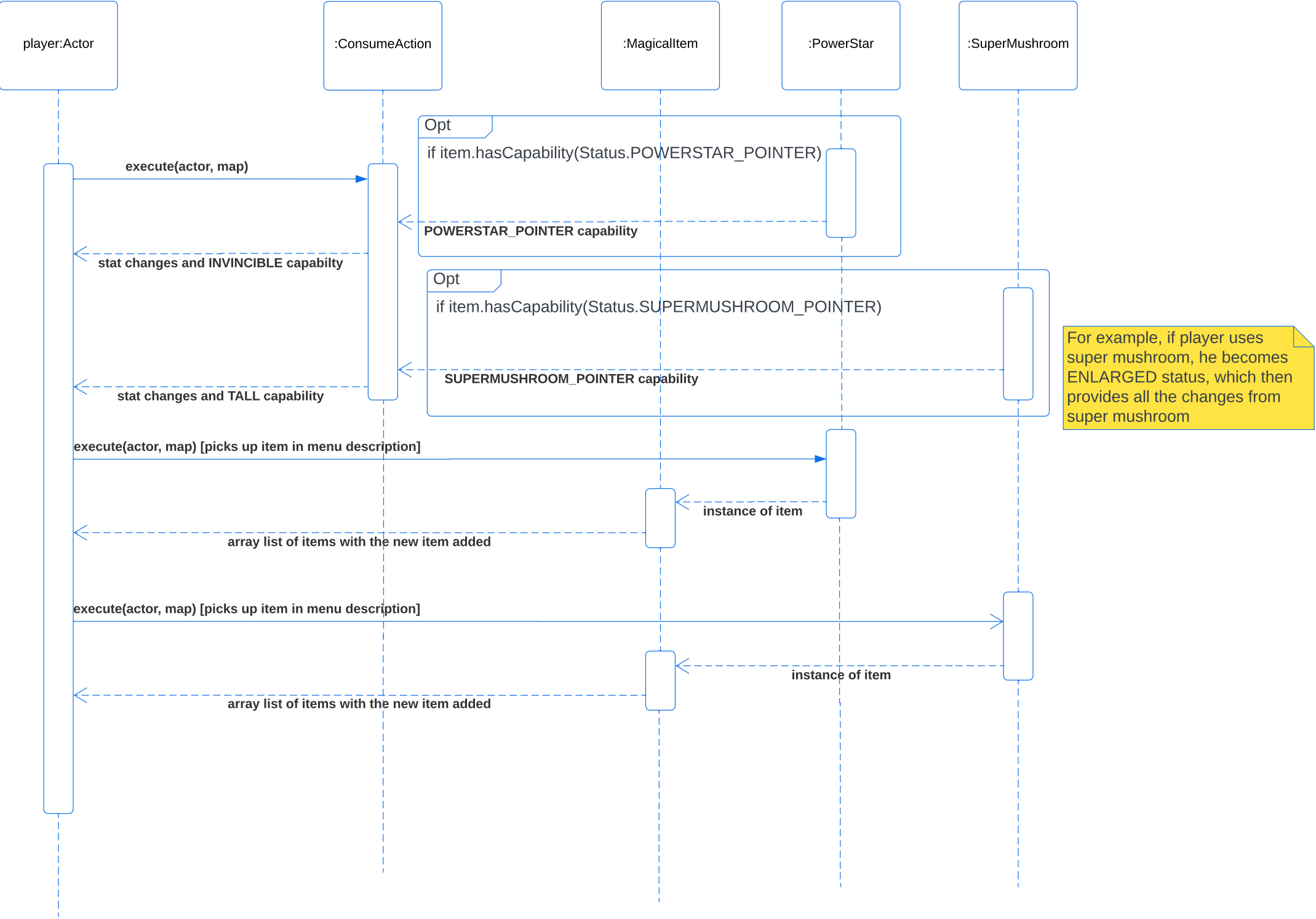


Sequence Diagram for Req 3





Sequence Diagram for Req 4



Sequence Diagram for Req 5

Tradable is an interface for any object that can be traded

TradeAction class gets the price from the tradable object and gets the balance from player's wallet to perform the transaction. If a transaction is successful, the wallet's balance is updated, and the tradable object is added to the player's inventory. A message is then printed out.

