Main
+console(): void

Console
+initialization(): void
+execute(): void
+start(): void
+prologue(),ending0(), ending1(): void

Inventory
+inventory(): void

Map
+connections(): void
+map(): void

Character
+name(): String
+talk(): String

Item
+name(): String
+use(): void

Commands
+execute(): String
+exit(): bollean

Location
+name(): String
+explore(): String

Fidly
Dan
Lokrin
Dohran
Boat
Fishing rod
Big fish
Gold
Potion of blindness

Help
Use
End
Drop
Explore
Walk
Pick
Tip
Talk

Bridge
Phantom Forest
Silent Hills
Lake
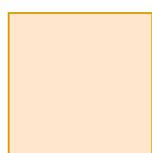Port
Cemetery
Old Shack
Mountain path
Forest path

Legend:

Classes

Interfaces

Classes iplementing interfaces