REQ3: The Isolated Traveller

engine

actions
- <> *Action*
- DoNothingAction

actors
- <> *Actor*

items
- <> *Item*

game

actors
- TheIsolatedTraveller
- Player

extends

<<creates>>

has

enums
- <<enumeration>> ItemCapability
- <<enumeration>> Ability

items
- PurchasableManager
- <<interface>> Purchasable
- <<interface>> Sellable
- SellableManager
- HealingVial
- RefreshingFlask
- Broadsword
- Bloodberry

actions
- PurchaseAction
- SellAction

has

implements

<<uses>>

Package: grey
Blue classes: modified class
Green classes: new class