REQ3: Conversation (Episode I)

engine

weapons
<<*abstract*>>
WeaponItem

actions
<<*abstract*>>
Action

actors
<<*abstract*>>
Actor
1

extends (WeaponItem)

extends (Action)

has

extend

game

actions
1
ListenAction
1

has

actors
Blacksmith
1

enemies
<<*abstract*>>
Enemy

extends
Abxervyer

Player

<<creates>>

<<uses>>

<<uses>>

enums
<<enumeration>>
Ability

<<enumeration>>
Status

<<checks>>

utils

monologues
1
<<*abstract*>>
Monologue

extends
BlacksmithMonologue
1

<<uses>>

items

weapons
GreatKnife

has

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