REQ5: A Dream?

engine

actors

attributes

<<enumeration>>
BaseActorAttributes

<<enumeration>>
ActorAttributeOperations

actions

<>
Action

Wallet

Actor

items

<>
Item

positions

<>
Ground

Location

GameMap

ResetManager

<<interface>>
Resettable

0..*

1

1

1

extends

implements

extends

implements

<<uses>>

<<uses>>

<<uses>>

<<uses>>

extends

game

actions

ResetAction

RemoveActorAction

AttackAction

has

1

1

items

Runs

<<uses>>

grounds

LockedGate

Void

<<uses>>

<<uses>>

enums

<<enumeration>>
ItemCapability

<<enumeration>>
GroundCapability

<<enumeration>>
Status

<<enumeration>>
Ability

actors

enemies

<>
Enemy

Abxervyer

extends

Player

1

implements

has

<<creates>>

<<creates>>

<<uses>>

<<uses>>

<<uses>>

<<uses>>

<<uses>>

<<uses>>

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