

Monster	
<ul style="list-style-type: none"> -has a name -has attack -has health -has image -has direction -has status 	<ul style="list-style-type: none"> -GameObject -Board -Player

Item	
<ul style="list-style-type: none"> -has name -has description -can/cant be used -has id 	<ul style="list-style-type: none"> -GameObject -Board -Player

Scene Object	
<ul style="list-style-type: none"> -has direction -has picture 	<ul style="list-style-type: none"> -GameObject -Board

Rare Candy	
<ul style="list-style-type: none"> -has name -has description -can be used -has id -can level up a player 	<ul style="list-style-type: none"> -GameObject -Item -Player

Plant	
<ul style="list-style-type: none"> -has direction -has picture 	<ul style="list-style-type: none"> -GameObject -Board

Key	
-has name -has description -cant be used -has id	-GameObject -Board -Player

Potion	
-has name -has description -can be used -has id -heals player	-GameObject -Board -Player

Tree	
-has picture	-GameObject -Board

Mewtwo	
-has a name -has attack -has health -has image -has direction -has status	-GameObject -Board -Player

Zubat	
<ul style="list-style-type: none"> -has a name -has attack -has health -has image -has direction -has status 	<ul style="list-style-type: none"> -GameObject -Board -Player

Rattata	
<ul style="list-style-type: none"> -has a name -has attack -has health -has image -has direction -has status 	<ul style="list-style-type: none"> -GameObject -Board -Player

Rhydon	
<ul style="list-style-type: none"> -has a name -has attack -has health -has image -has direction -has status 	<ul style="list-style-type: none"> -GameObject -Board -Player