

<<abstract>>
Item

Extends

<<abstract>>
WeaponItem

Action

<<abstract>>
Actor

Extends

game

<<abstract>>
MagicalItem

Coin

Extends

SuperMushroom

SuperStar

Extends

Wrench

Extends

TradeAction

Toad

Player

<<creates>>

<<use>>

<<interface>>
TradableItem

0..*

contains

1

WalletManager

1

create