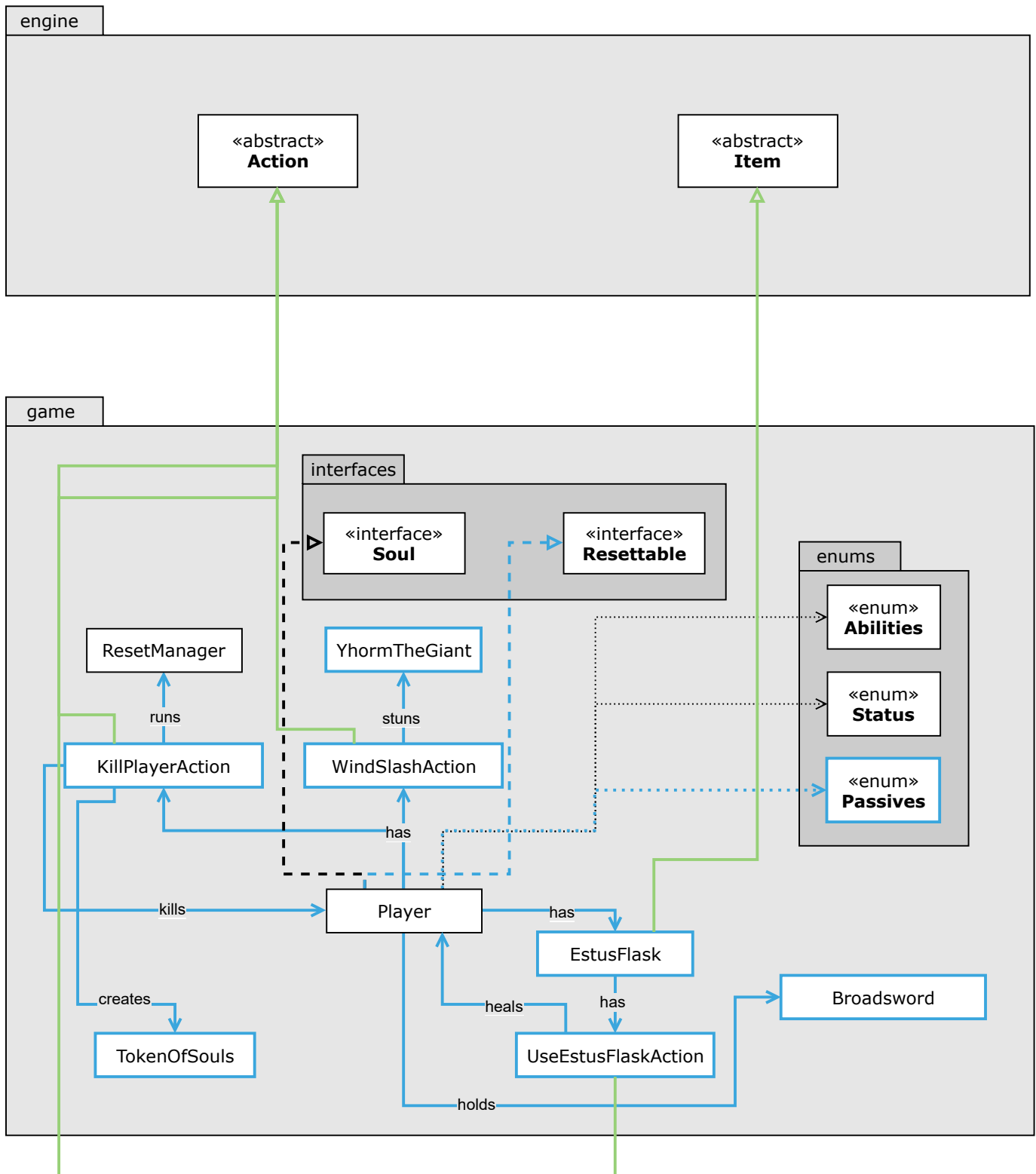


UML Diagram 1 - Player

Remark:

Existing

New

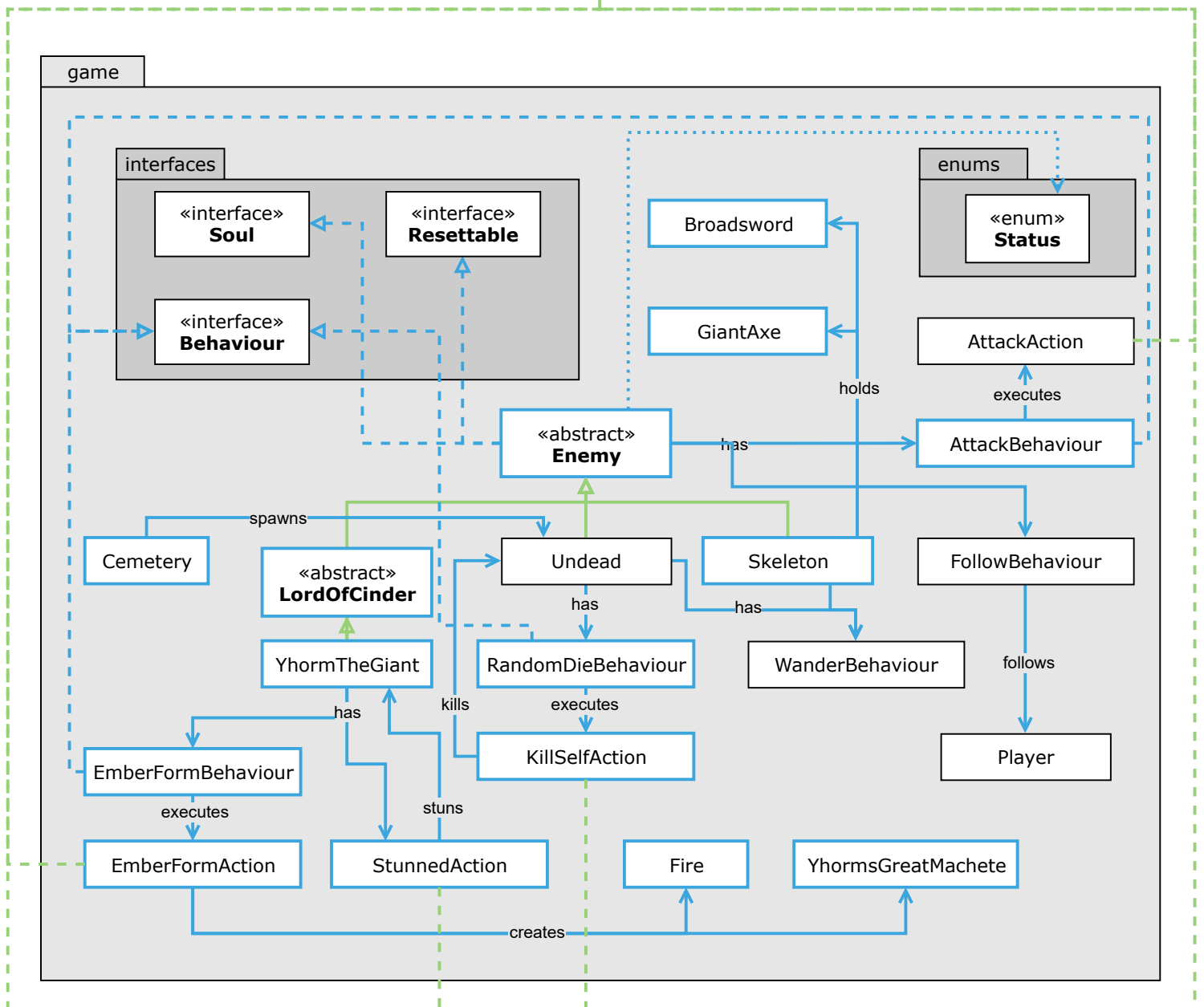
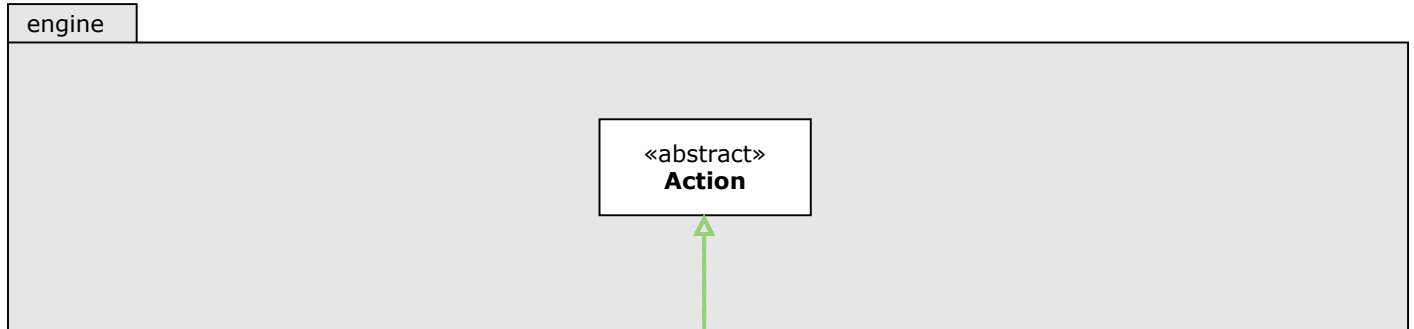


UML Diagram 2 - Enemies

Remark:

Existing

New

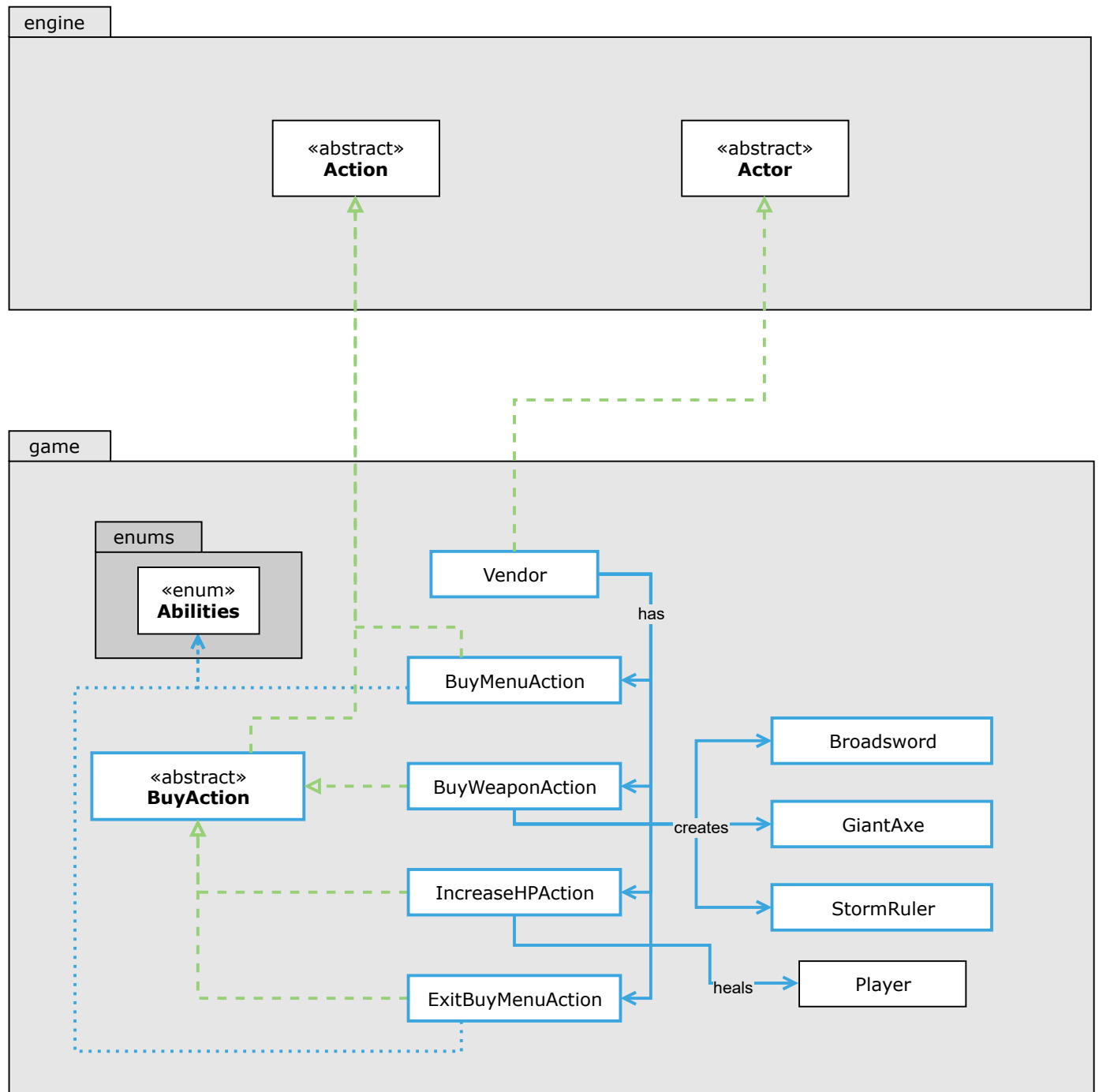


UML Diagram 3 - Vendor

Remark:

Existing

New

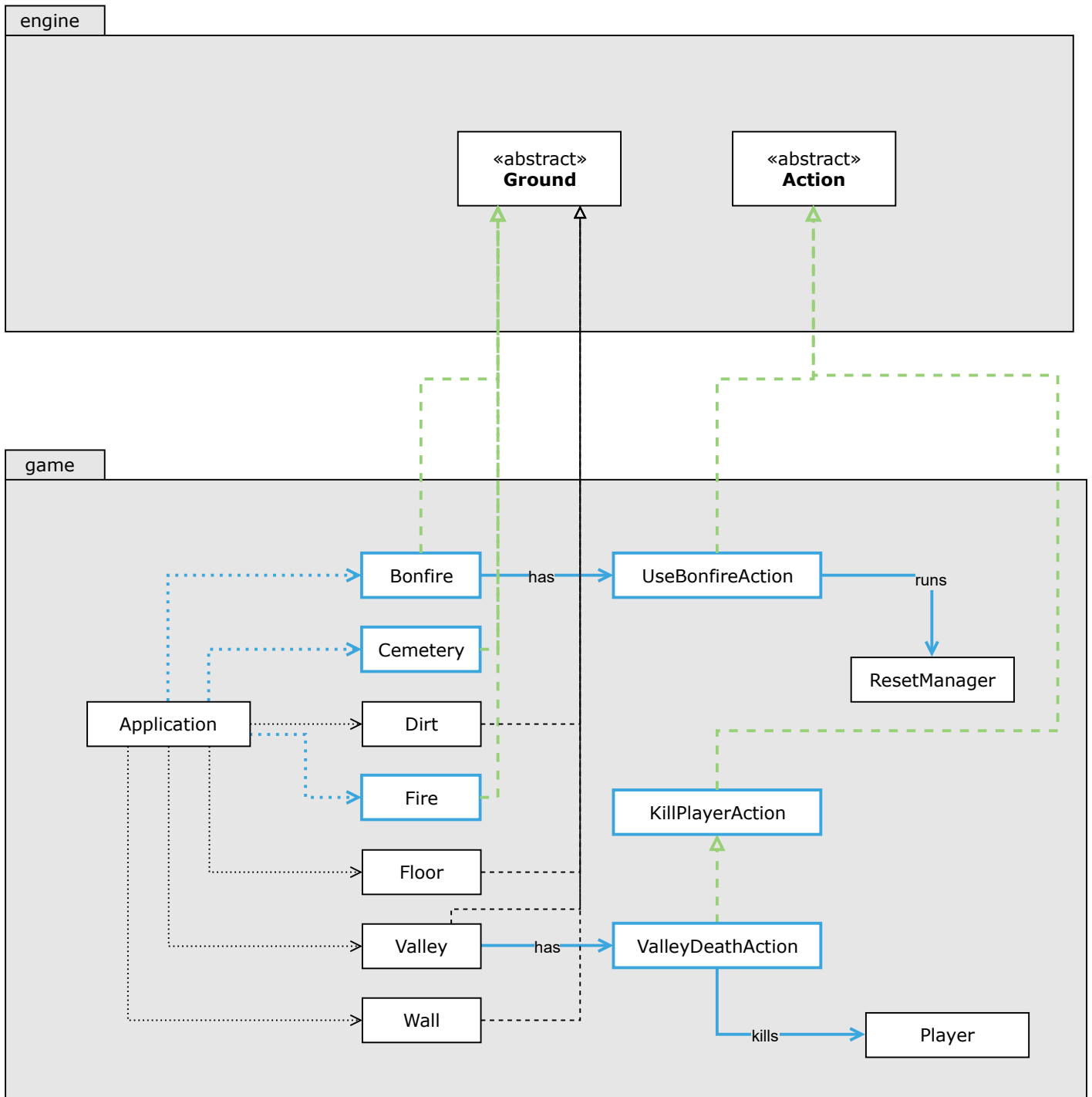


UML Diagram 4 - Grounds

Remark:

Existing

New



UML Diagram 5 - Weapons

Remark:

Existing

New

