

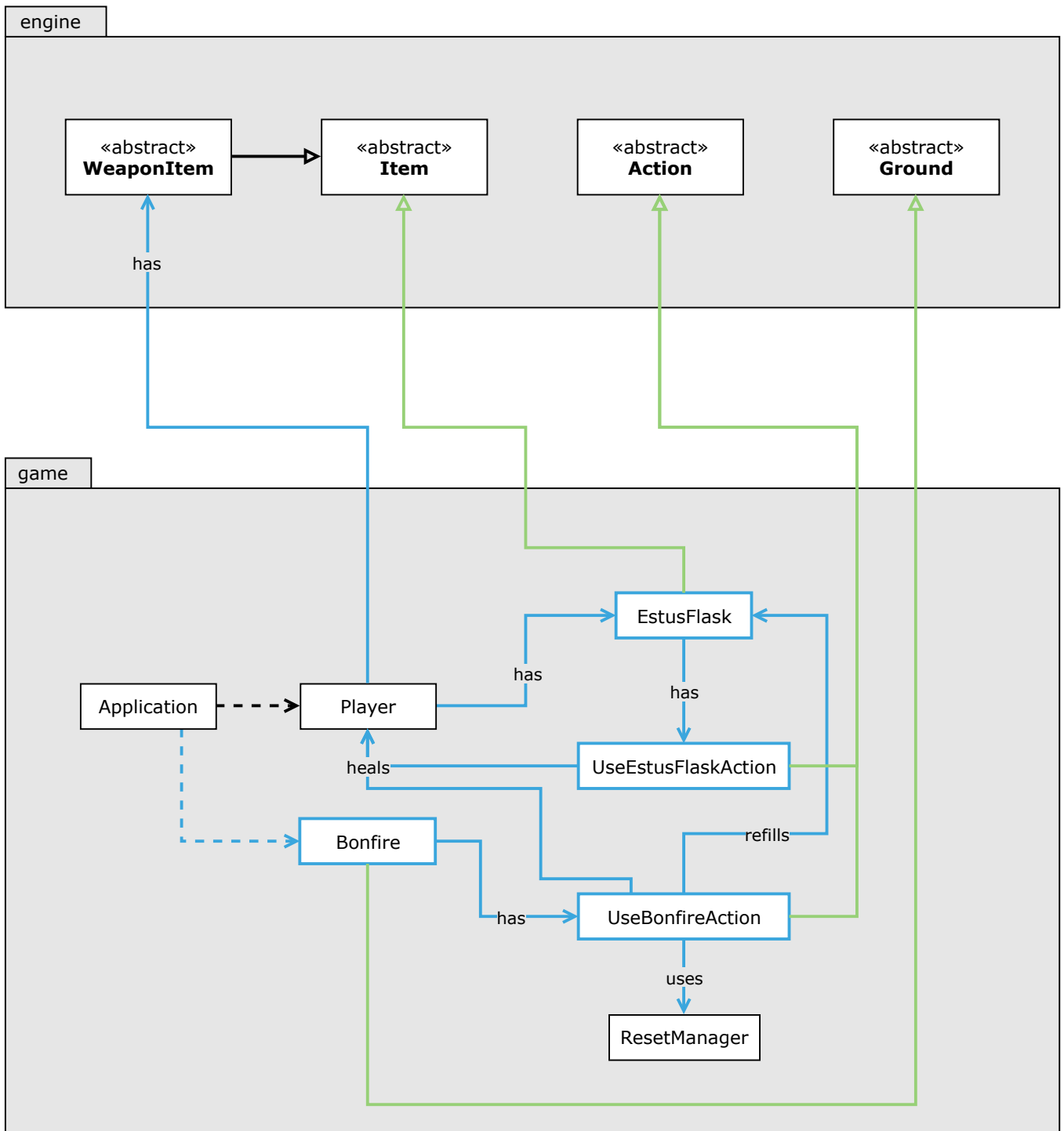
UML Diagram 1 - Player

This diagram consists Requirements 1 & 2

Remark:

Existing

New



UML Diagram 2 - Enemies

This diagram consists Requirements 2, 3, 4, 5 & 6

This diagram consists Requirements 2, 3, 4, 5 & 6

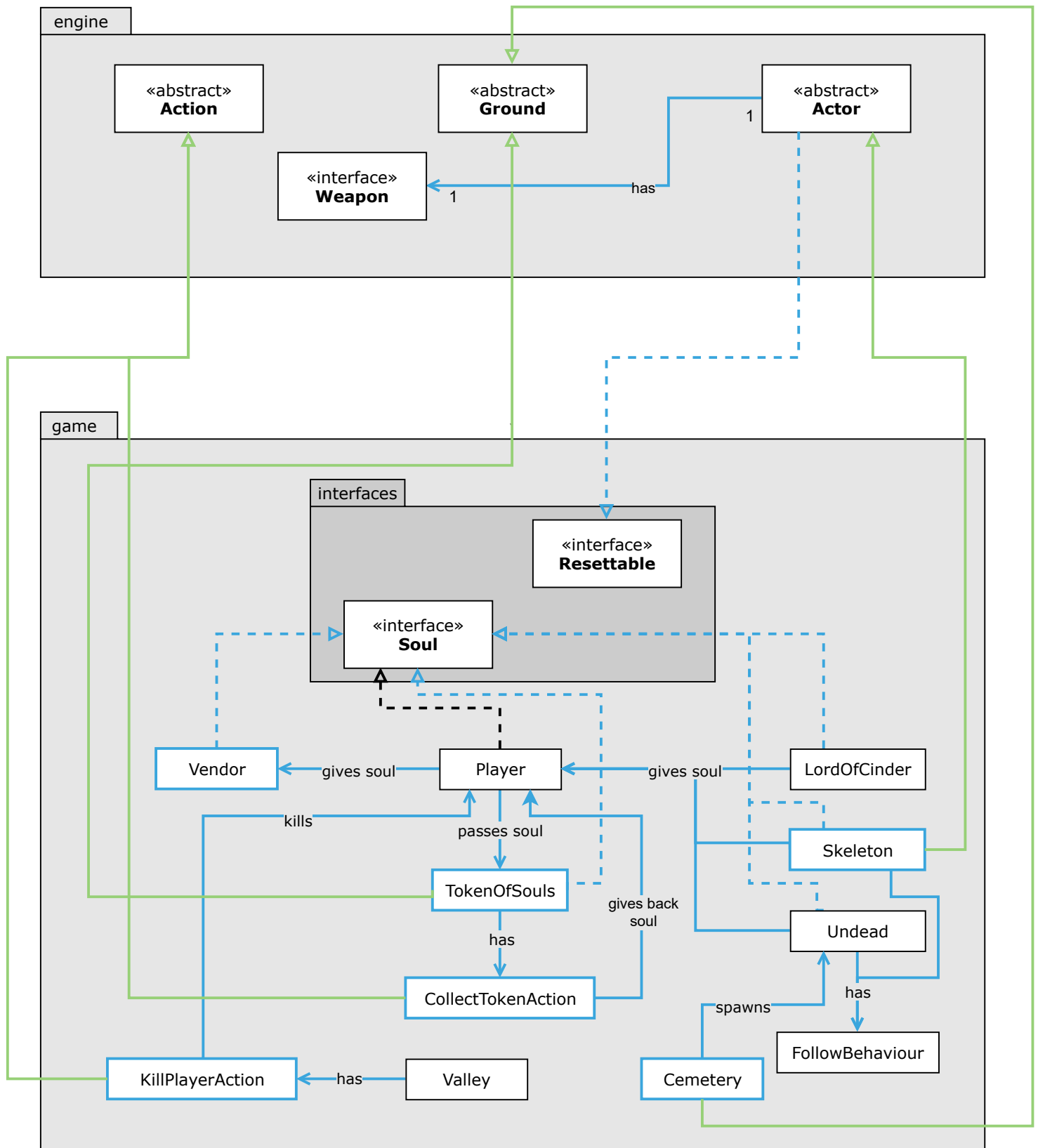
Remark:

Existing

New

Existing —

New



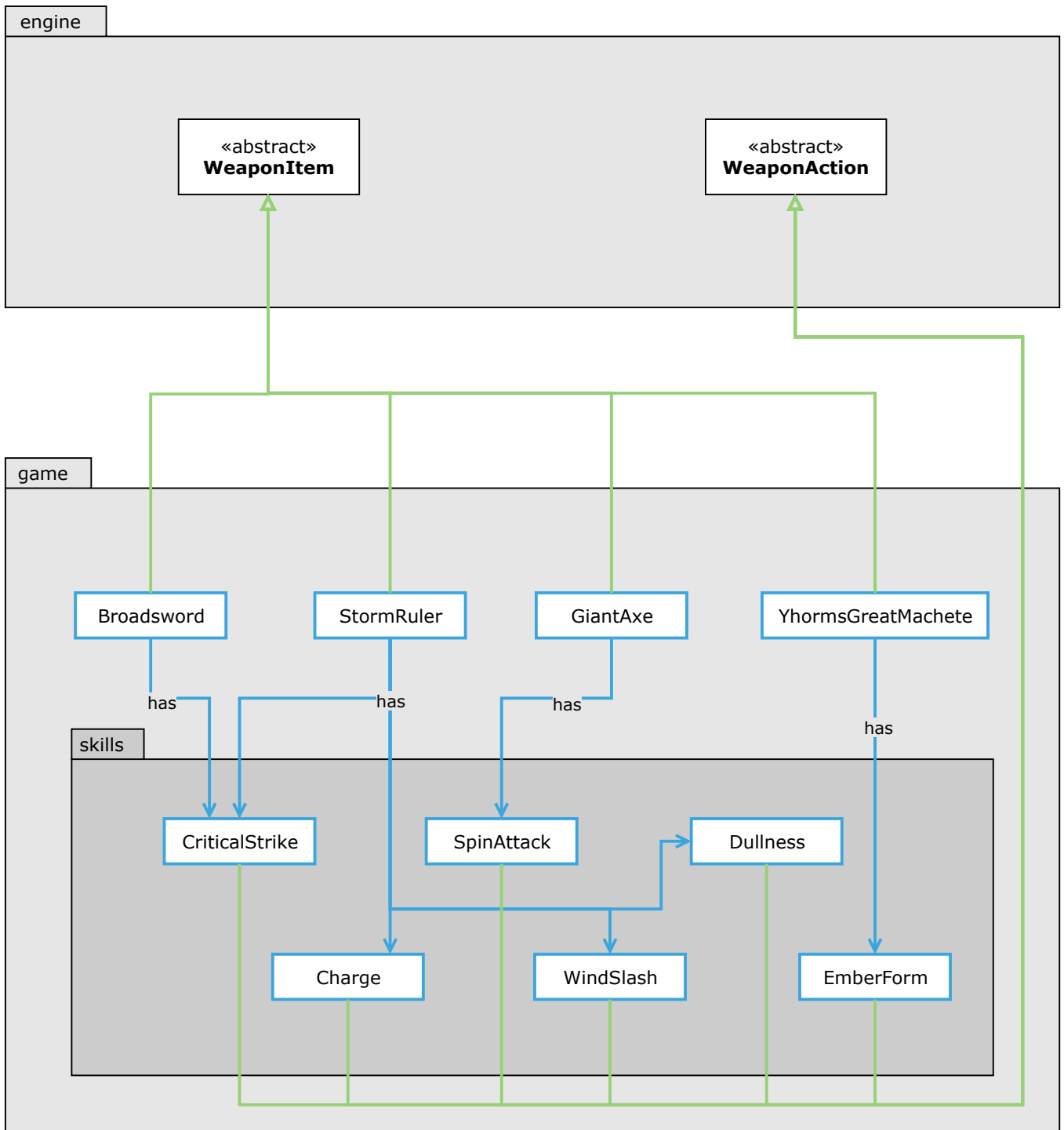
UML Diagram 3 - Weapons

This diagram consists Requirement 7

Remark:

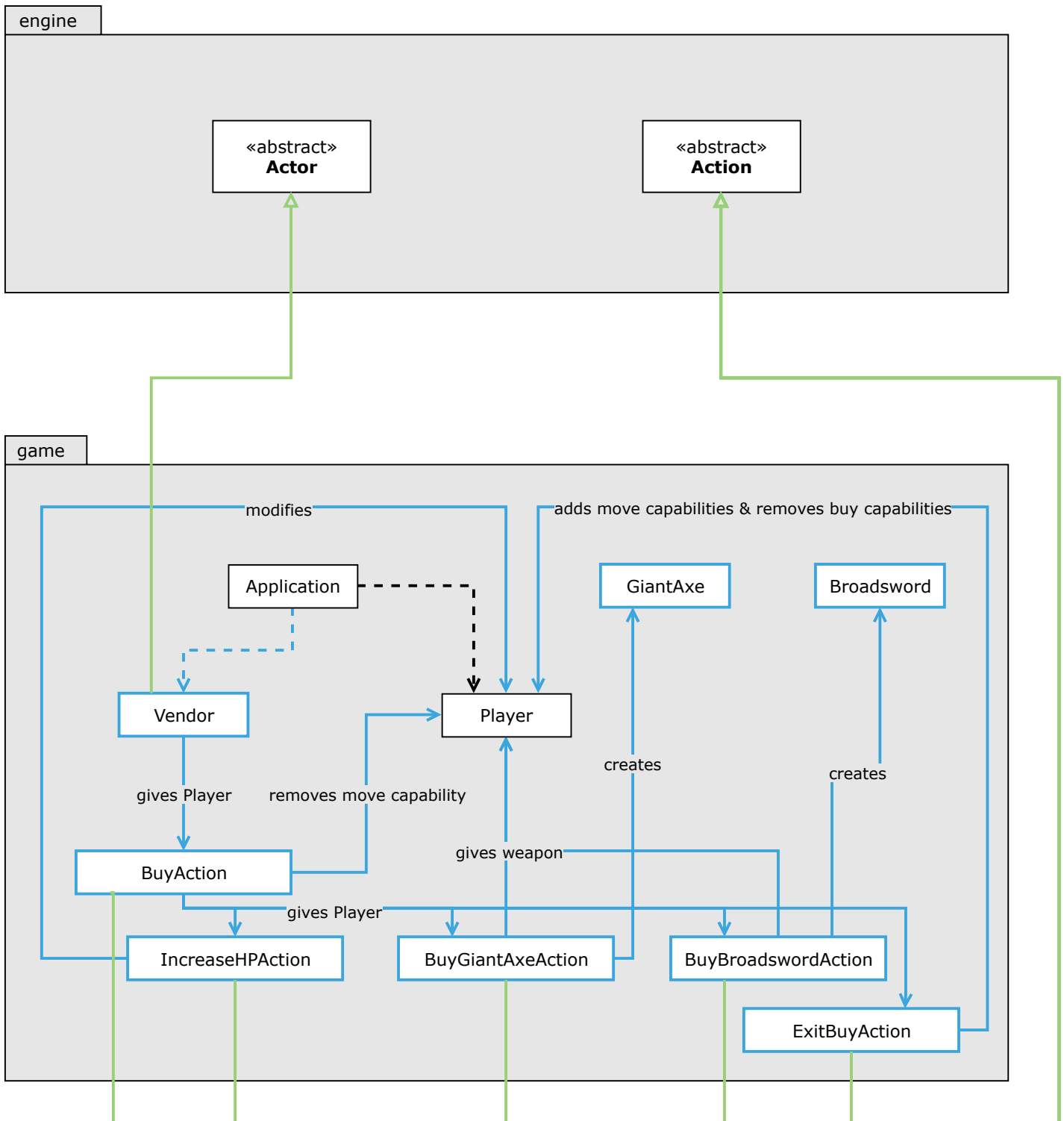
Existing

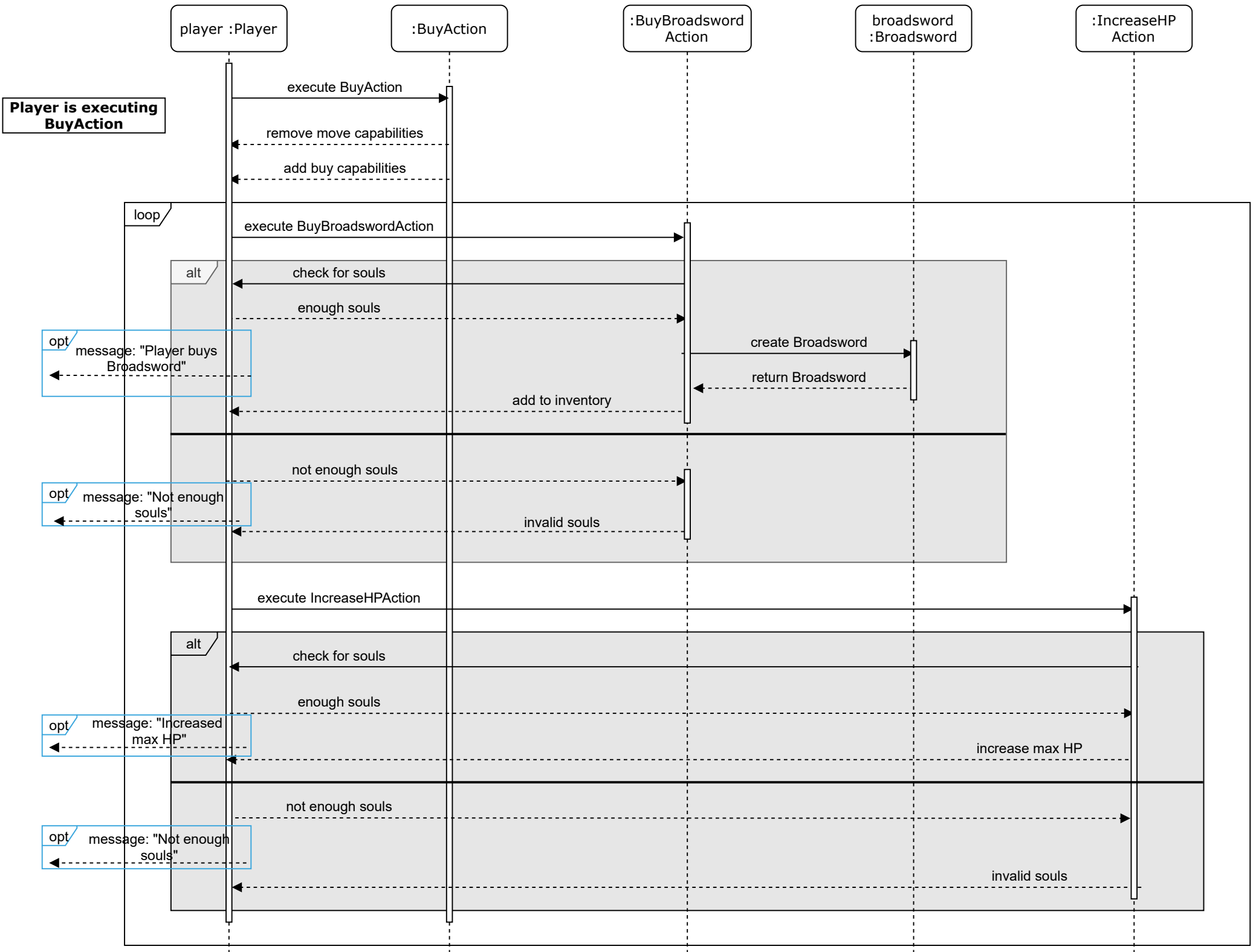
New



UML Diagram 4 - Vendor
This diagram consists Requirement 8

Remark:	
Existing	
New	





**Player is executing
UseBonfireAction**

