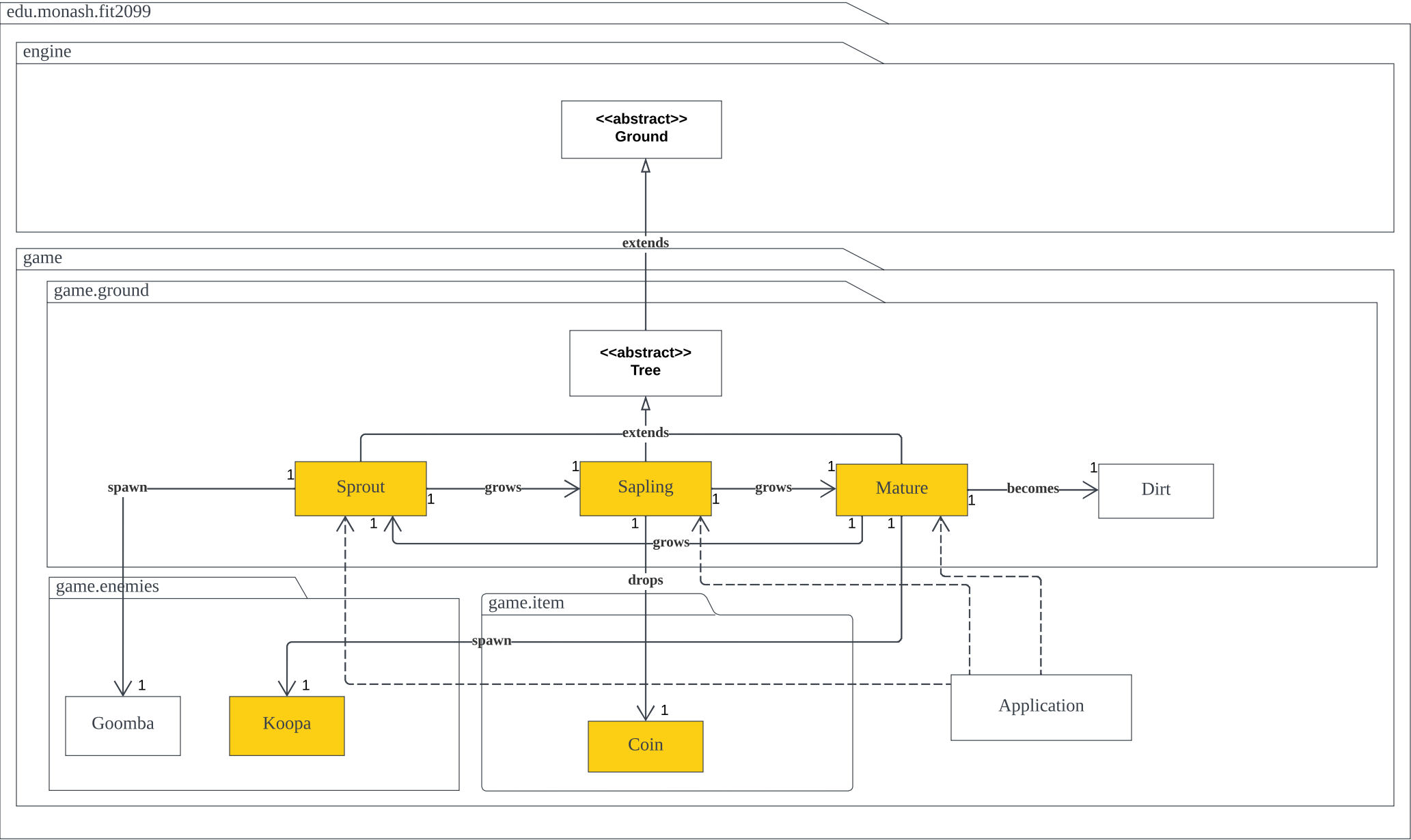


REQUIREMENT 1 CLASS DIAGRAM



REQUIREMENT 2 CLASS DIAGRAM

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engine

MoveActorAction

extends

game

game.action

JumpAction

game.ground

<<abstract>>
Tree

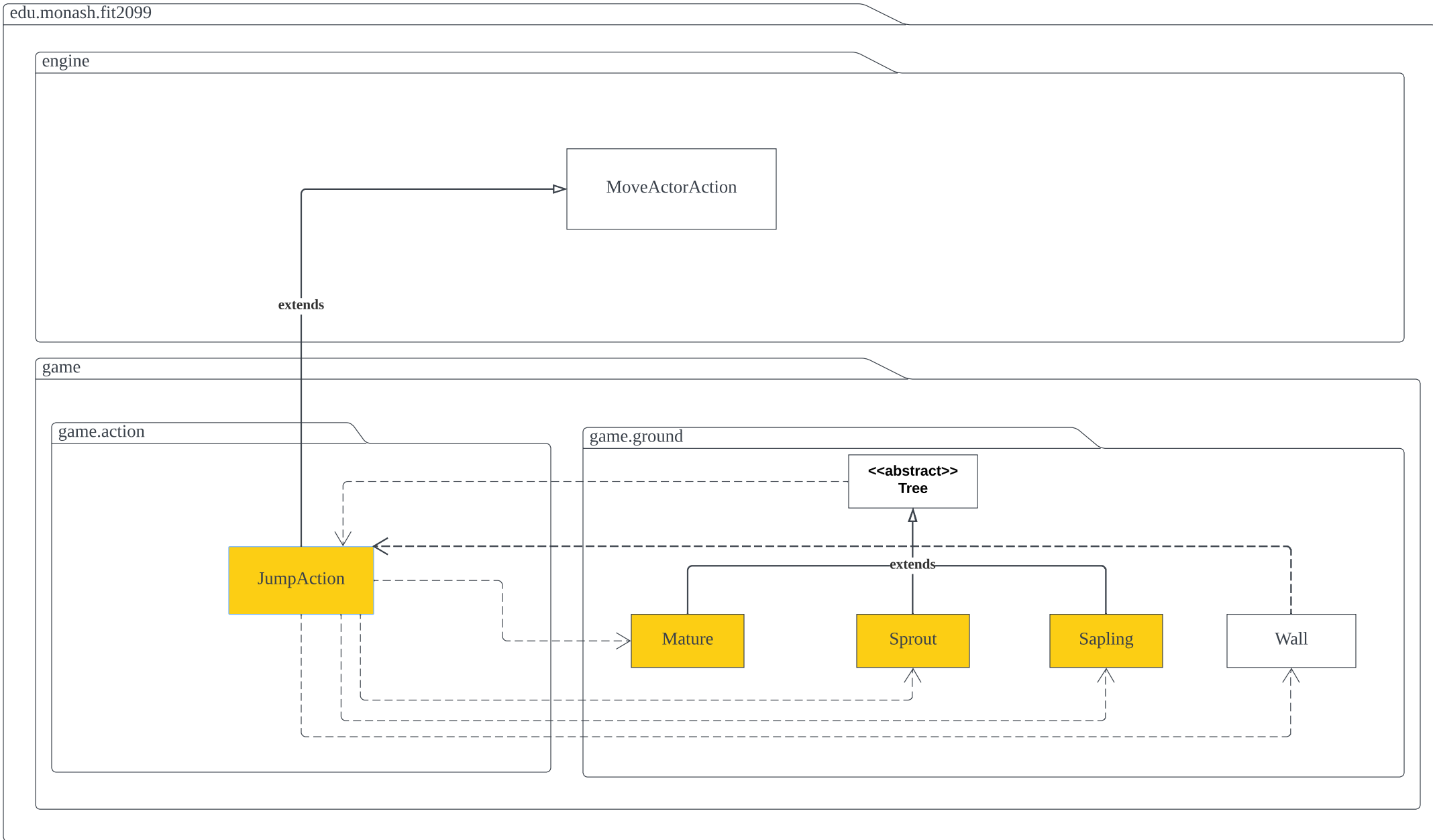
extends

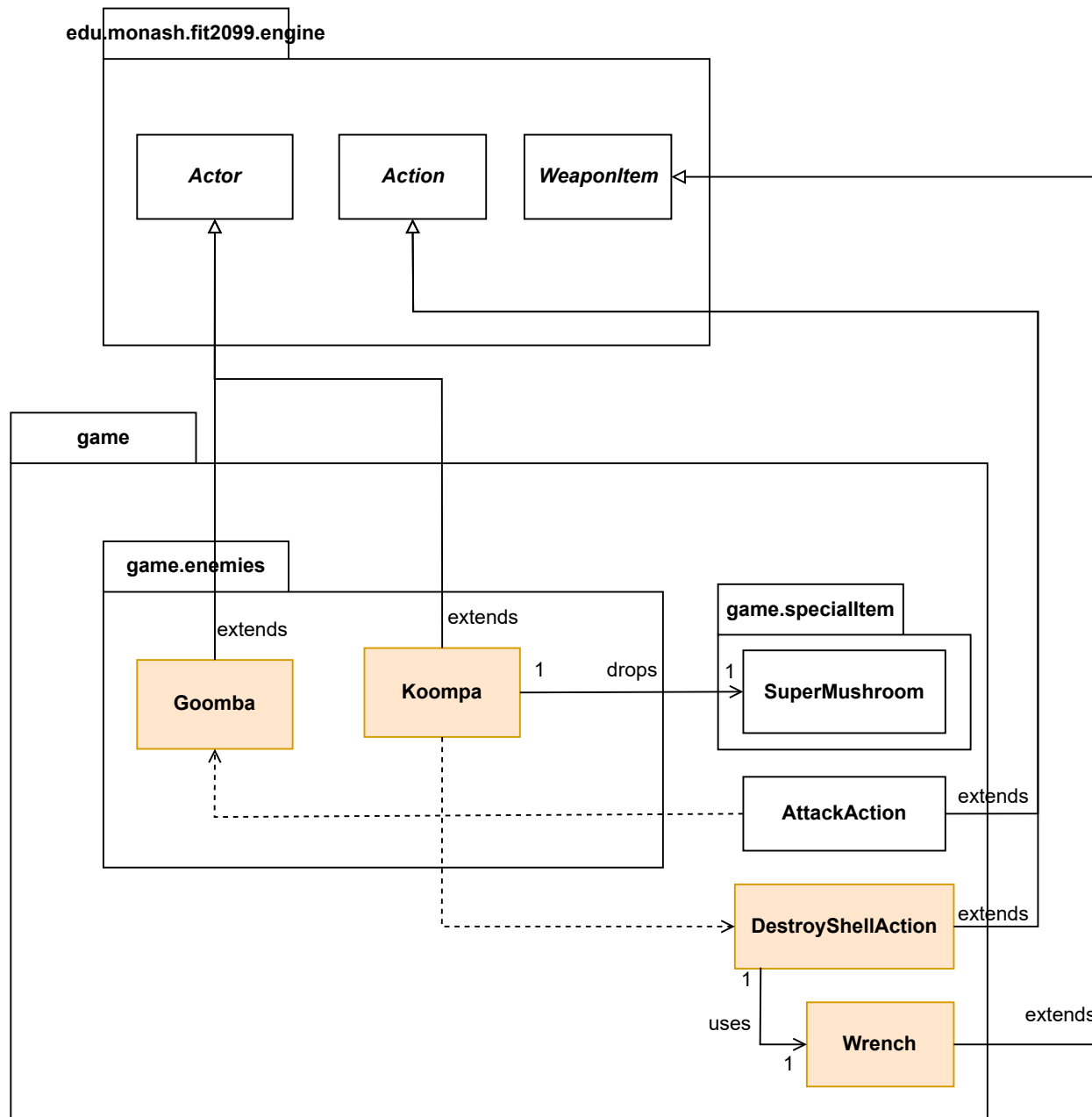
Mature

Sprout

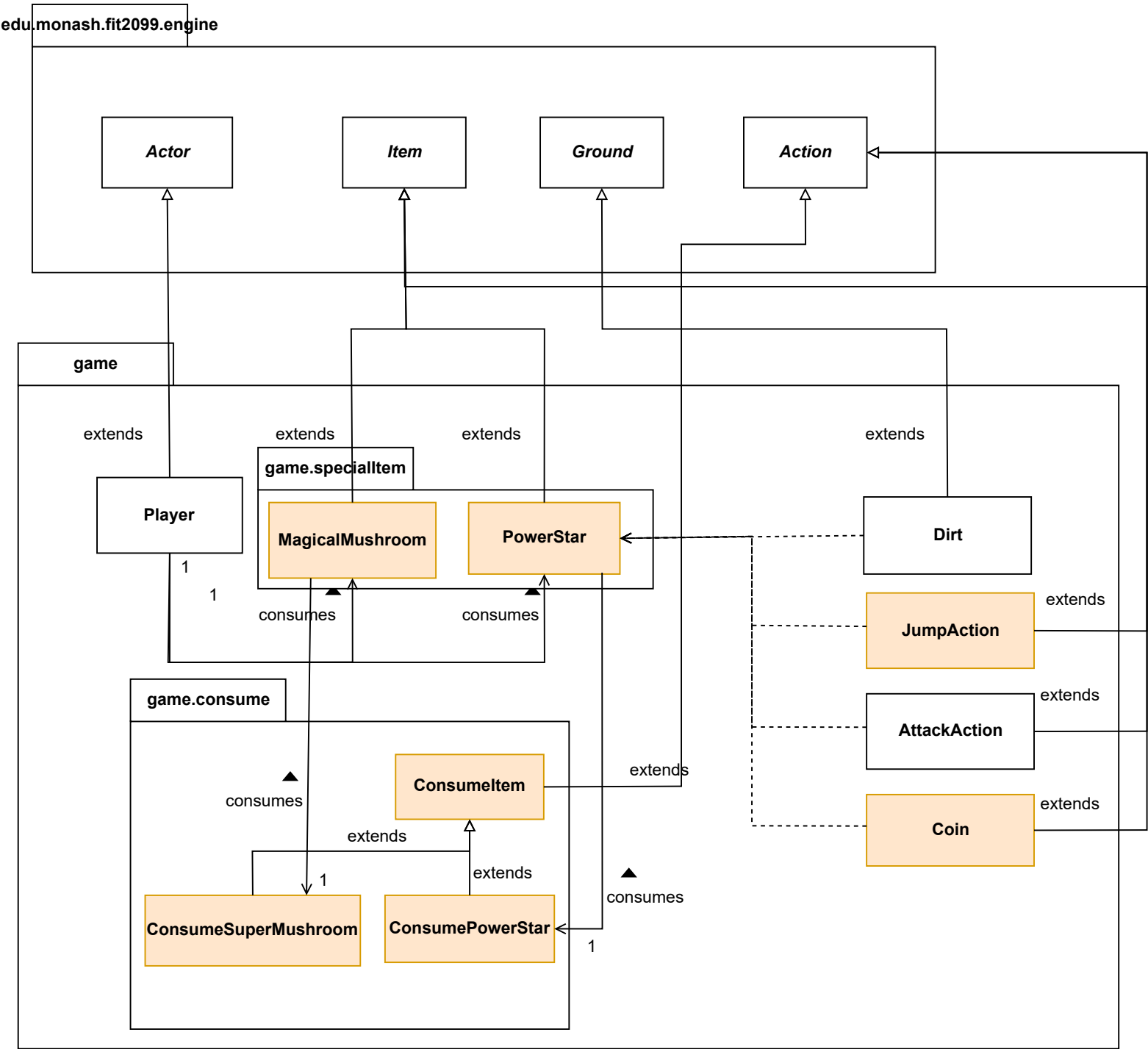
Sapling

Wall





Requirement 4 Class Diagram



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```
engine.actors
```

<<abstract>>
Actor

engine.items

Item

extends

game

Application

extends

—extends.

stores

knows

has

Coin

game.system

<<abstract>> WalletSystem

game.actor

Player

Toad

game.action

1	PickUpCoinAction
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BuyAction

Requirement 7 Class Diagram

