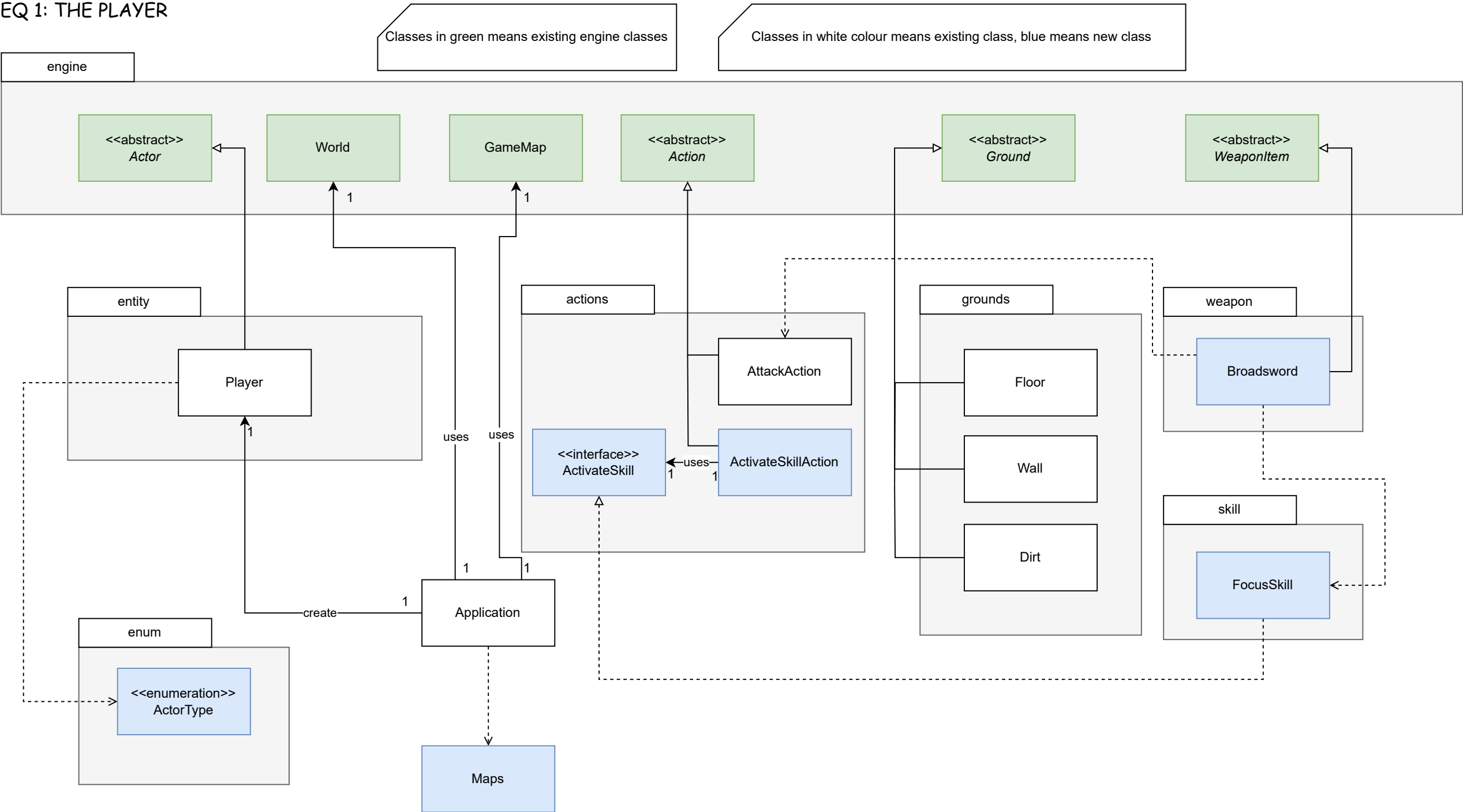
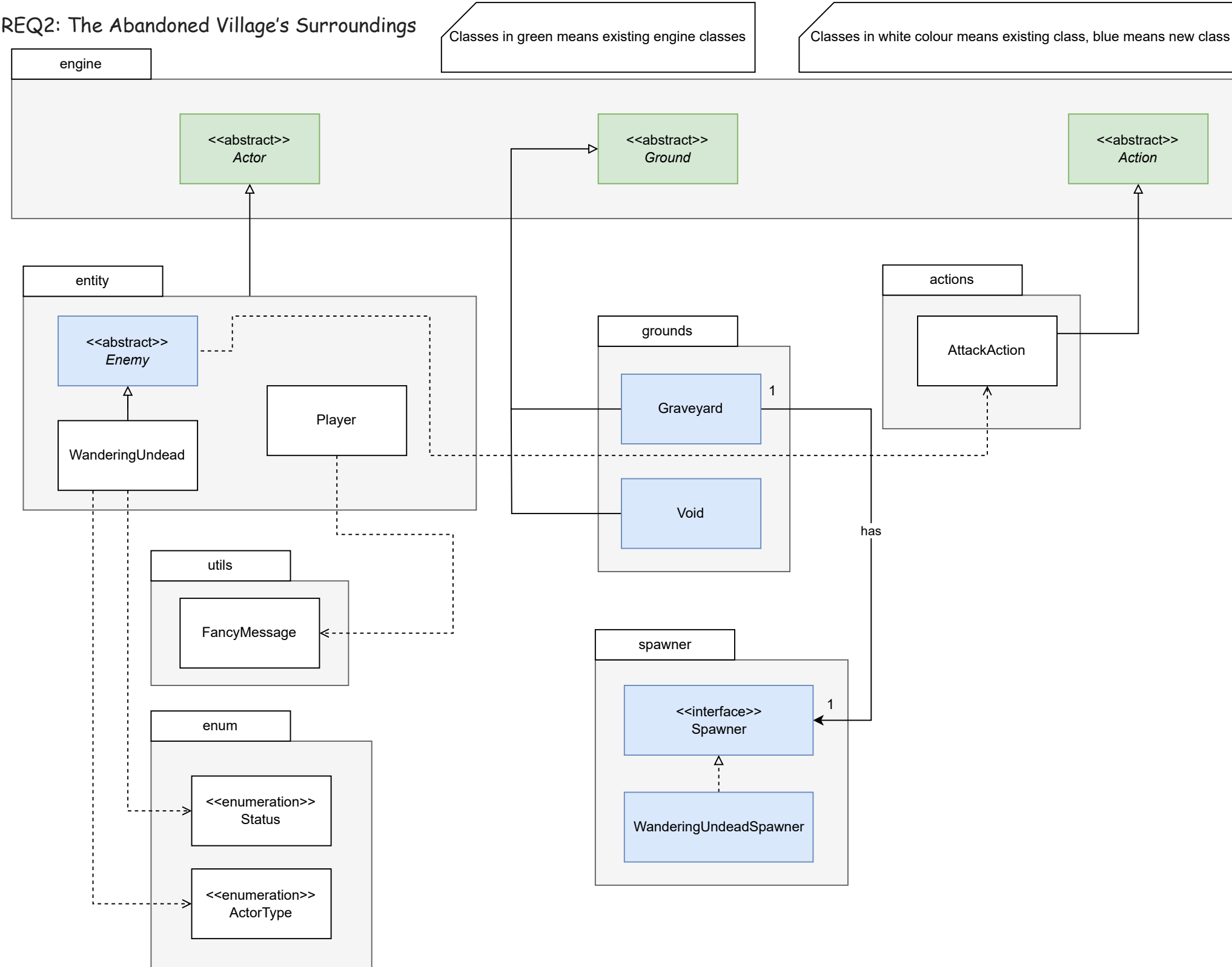


REQ 1: THE PLAYER



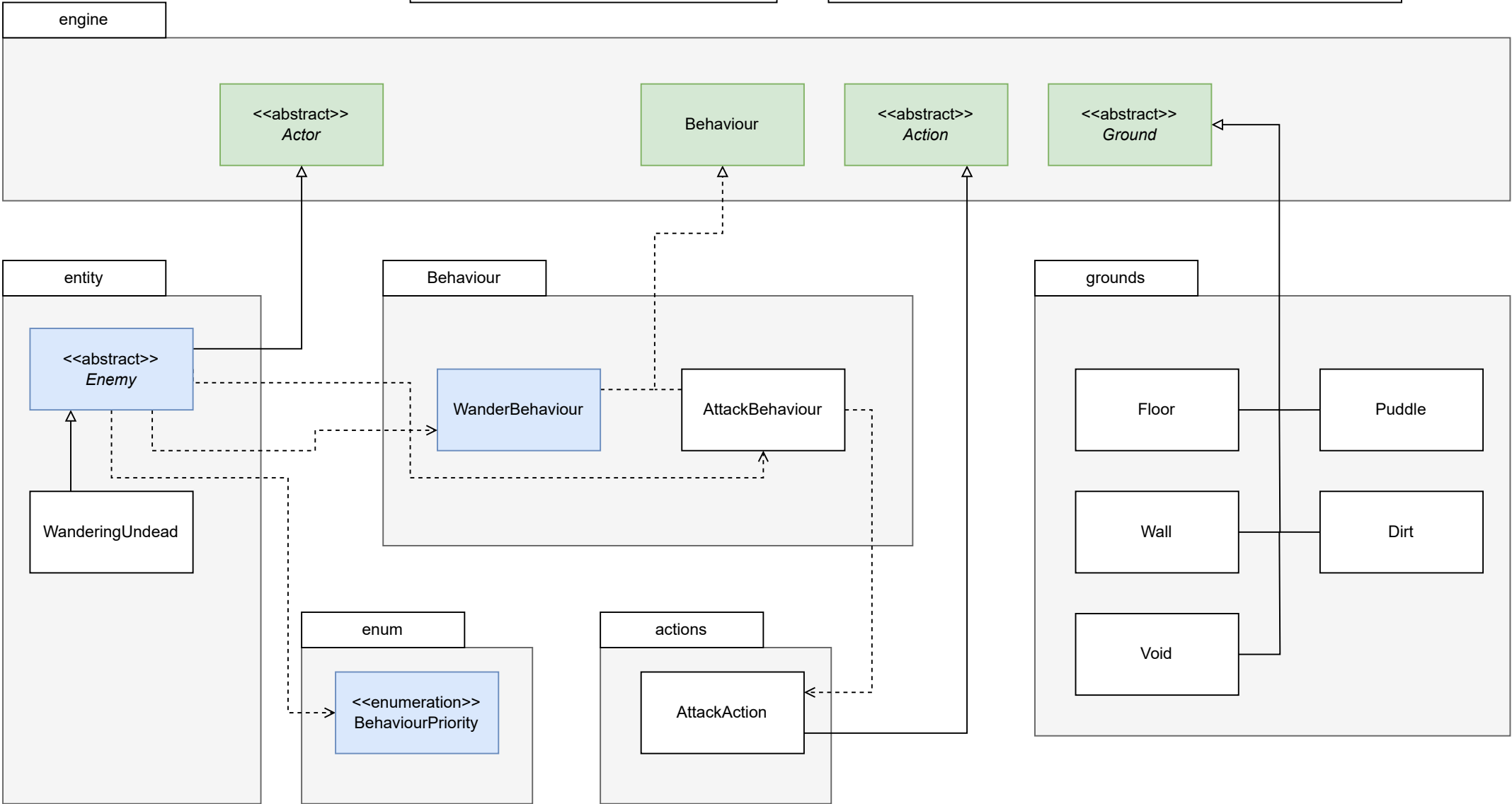
REQ2: The Abandoned Village's Surroundings



REQ3: The Wandering Undead

Classes in green means existing engine classes

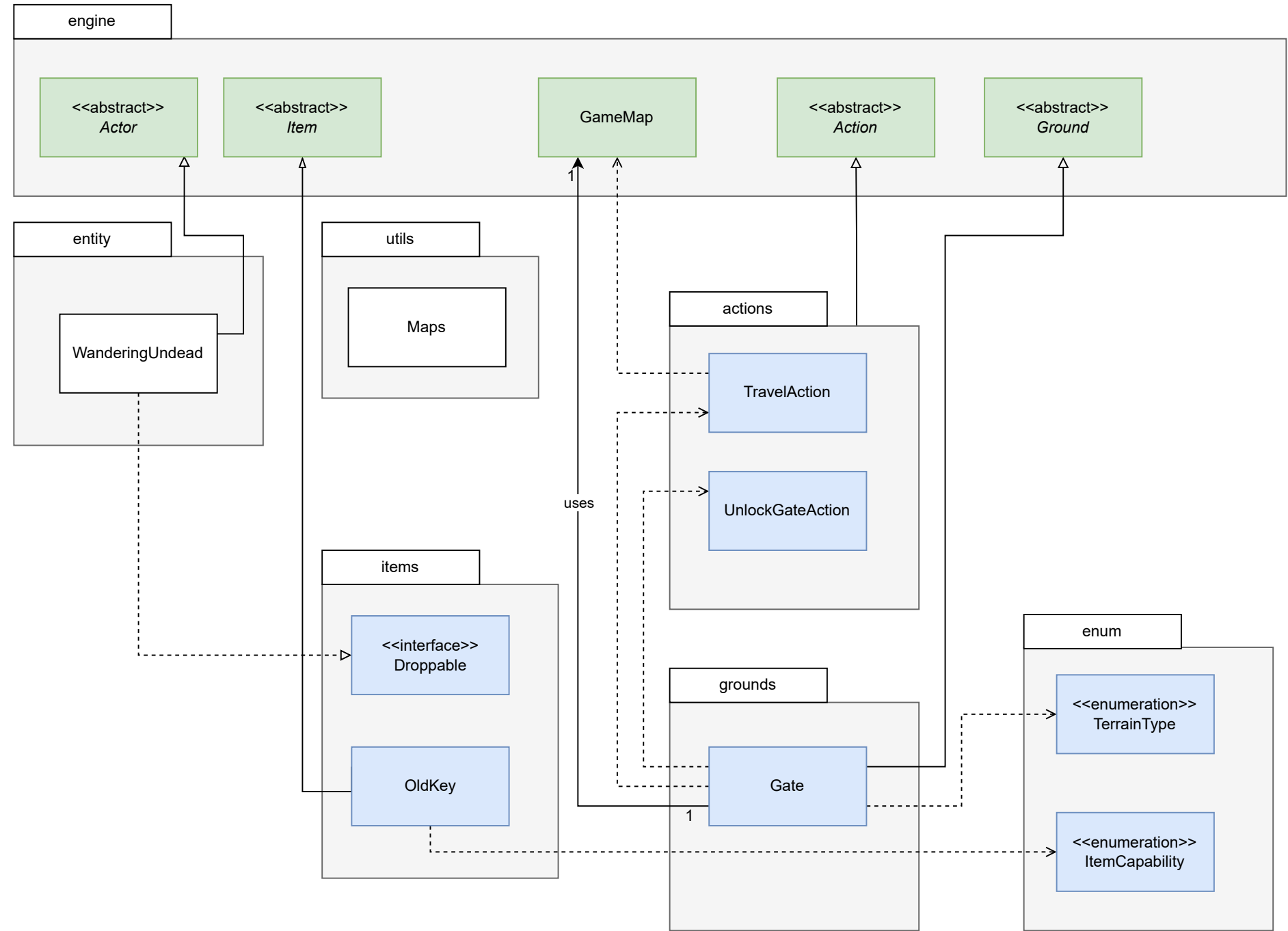
Classes in white colour means existing class, blue means new class



REQ4: The Burial Ground

Classes in green means existing engine classes

Classes in white colour means existing class, blue means new class



REQ5: The Inhabitants of The Burial Ground

Classes in green means existing engine classes

Classes in white colour means existing class, blue means new class

