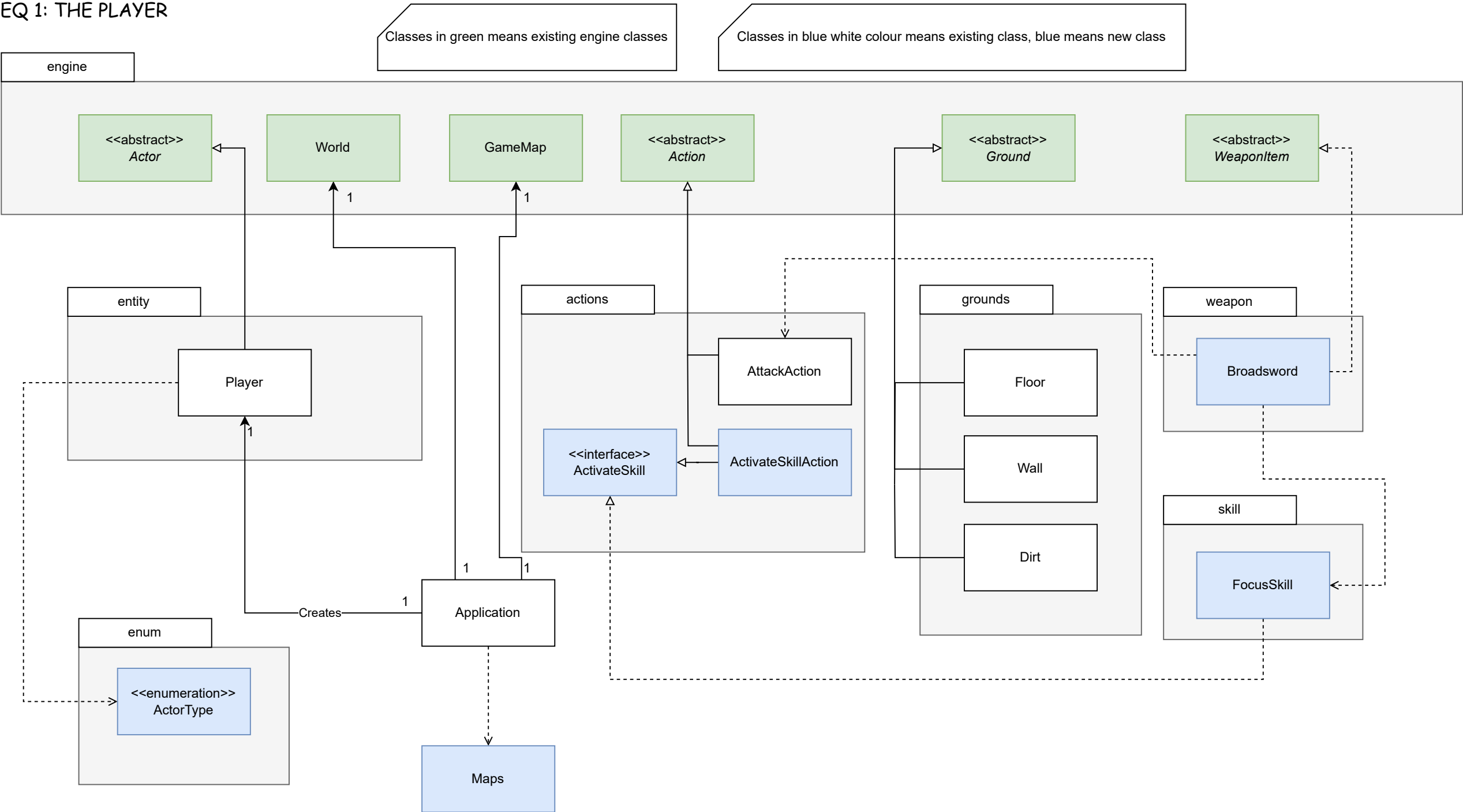


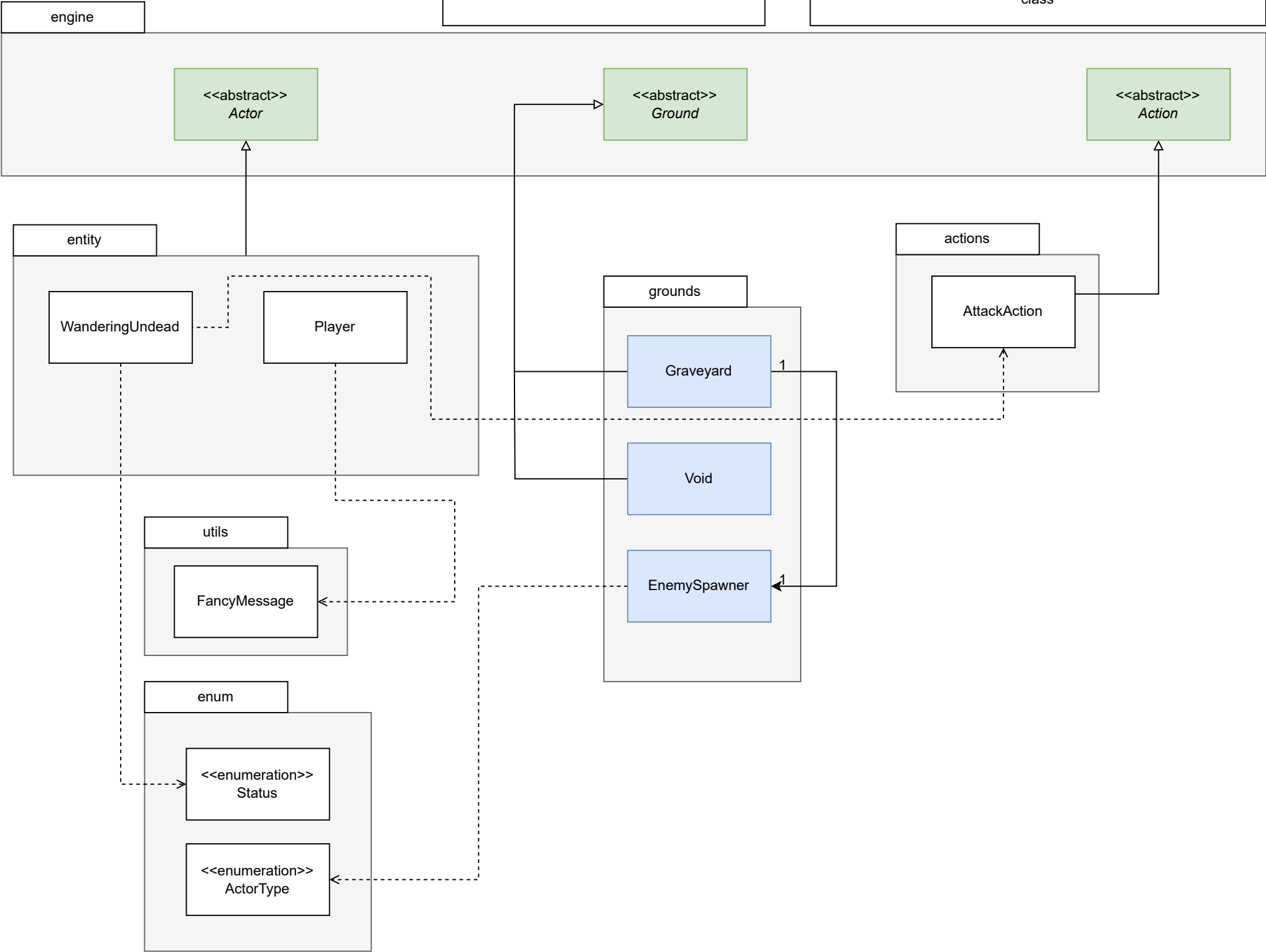
REQ 1: THE PLAYER



REQ2: The Abandoned Village's Surroundings

Classes in green means existing engine classes

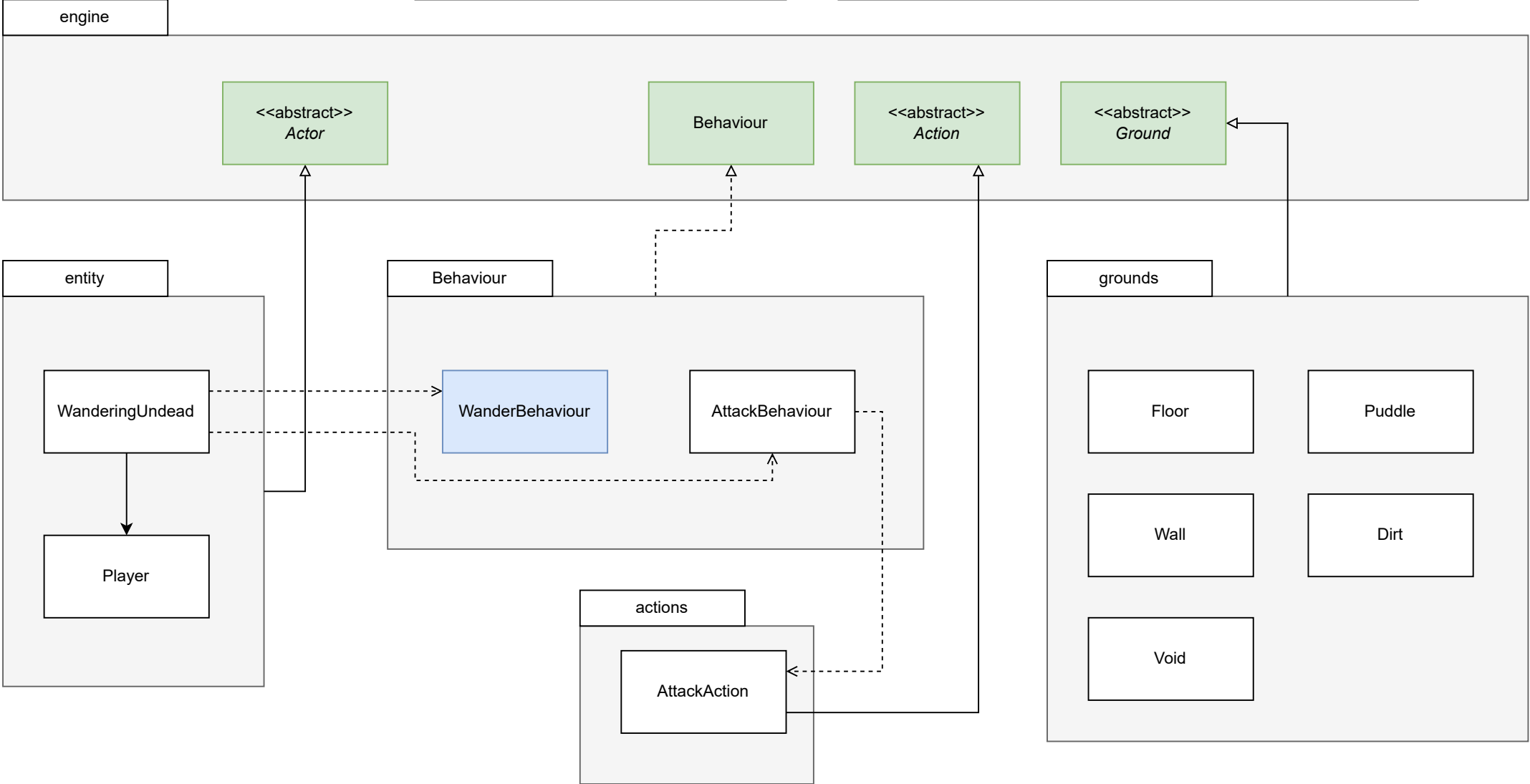
Classes in blue white colour means existing class, blue means new class



REQ3: The Wandering Undead

Classes in green means existing engine classes

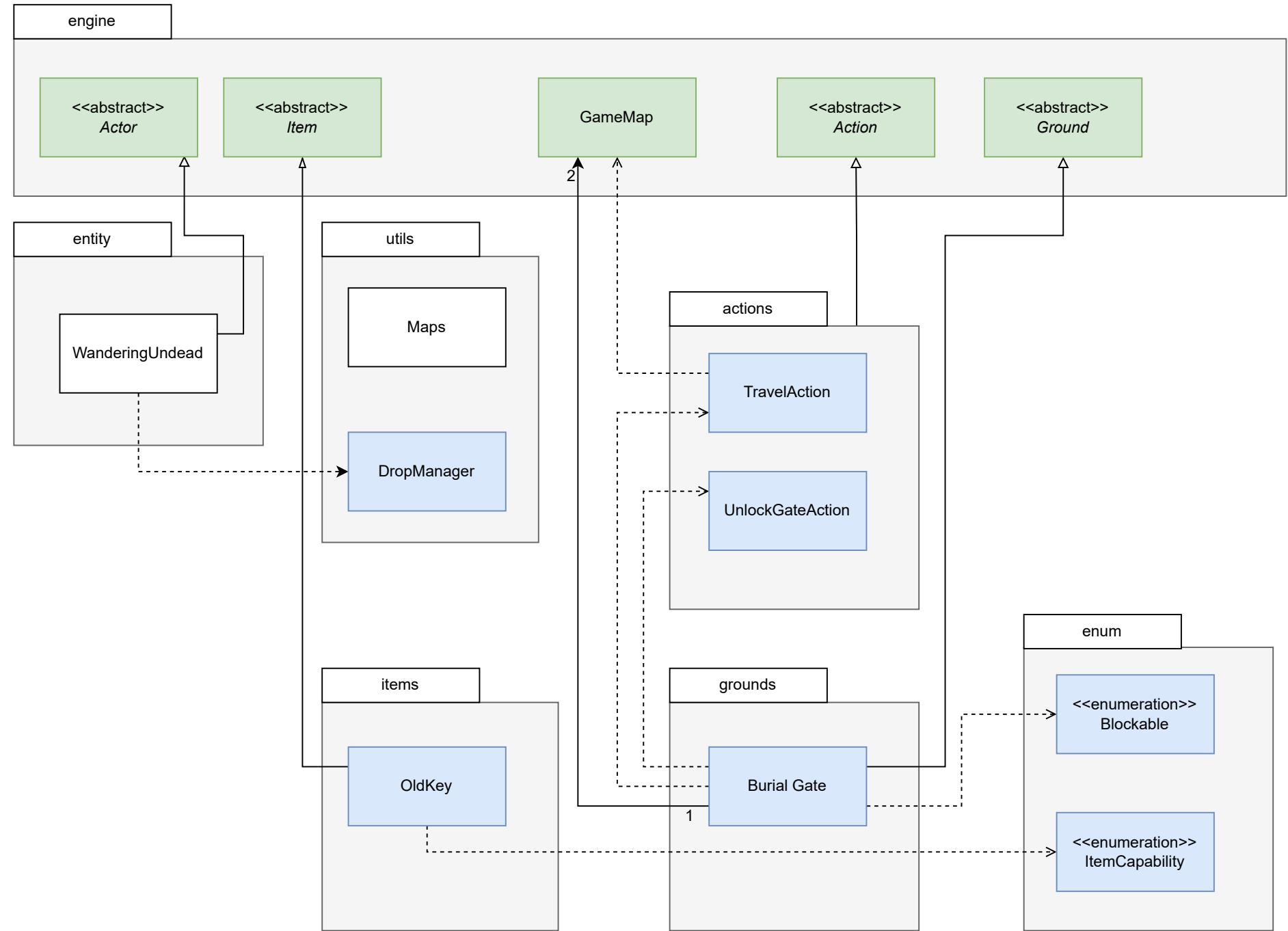
Classes in blue white colour means existing class, blue means new class



REQ4: The Burial Ground

Classes in green means existing engine classes

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

