

Game
+ currentLevel1: level1 + player: player1 - score: 100

Game --(1)-->Level

Level
levelNumber: 1 map: map1 goals: {goal1, goal2} obstacles: {obstacle1, obstacle2}

Level --(1)-->Map

Map
width: 100 height: 100 tiles: {tile1, tile2,...}

Level --(0..*)-->Goal

Goal
position: (5, 5)

Level --(0..*)-->Obstacle

Obstacle
position: (10, 10) type: "spike"

Game --(1)-->Player

Player
position: (2, 2) state: "Idle" inventory: inventory1

Player --(1)-->Inventory

Inventory
items: {item1, item2}

Inventory --(0..*)-->Item

Item
position: (2, 3) type: "health_potion"