## **Noteworthy Concepts and Associations**

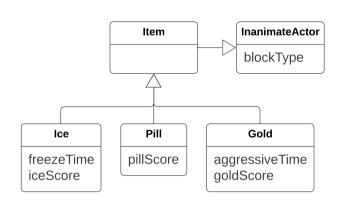


Figure 1: Creation of abstract Item superclass and its interaction

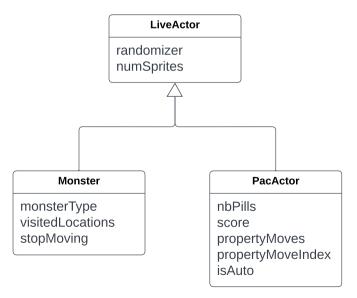


Figure 4: Creation of LiveActor superclass and its interaction

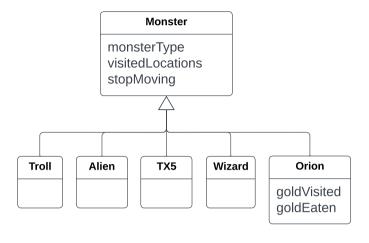


Figure 2: Creation of abstract Monster superclass and its interaction

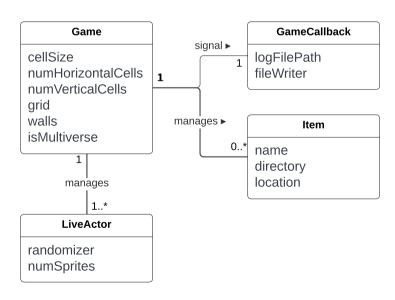


Figure 5: Modification of Game class and its interaction

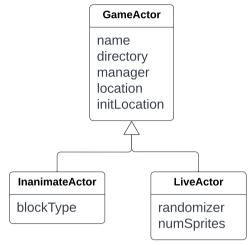


Figure 3: Creation of abstract GameActor superclass and its interaction

## **Group 2** (Tutorial Wednesday 11am):

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