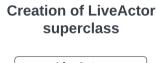
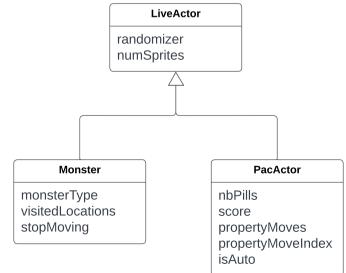
## **Creation of abstract** Creation of abstract **Creation of abstract** Item superclass Monster superclass **GameActor superclass** GameActor Monster name monsterType Item InanimateActor directory visitedLocations blockType manager stopMoving location initLocation Pill Gold Ice Troll Alien TX5 Wizard Orion aggressiveTime freezeTime pillScore InanimateActor LiveActor goldScore goldVisited iceScore goldEaten blockType randomizer numSprites





## Creation of Game class

