

Noteworthy Concepts and Associations

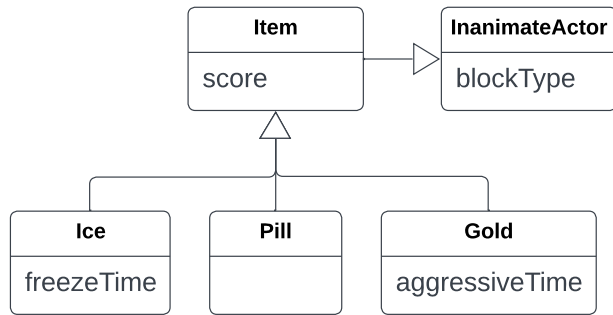


Figure 1: Creation of abstract Item and InanimateActor superclass and its subclasses

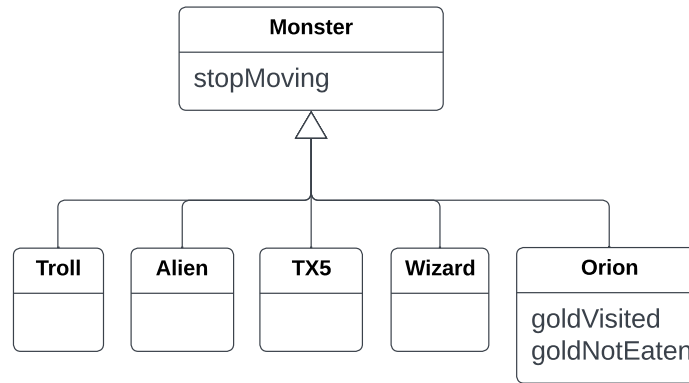


Figure 2: Creation of abstract Monster superclass and its interaction

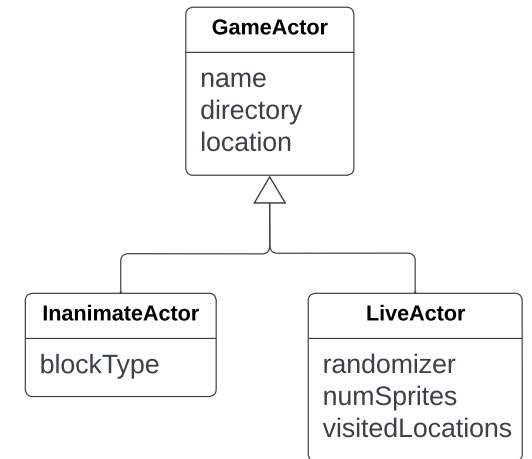


Figure 3: Creation of abstract GameActor superclass and its interaction

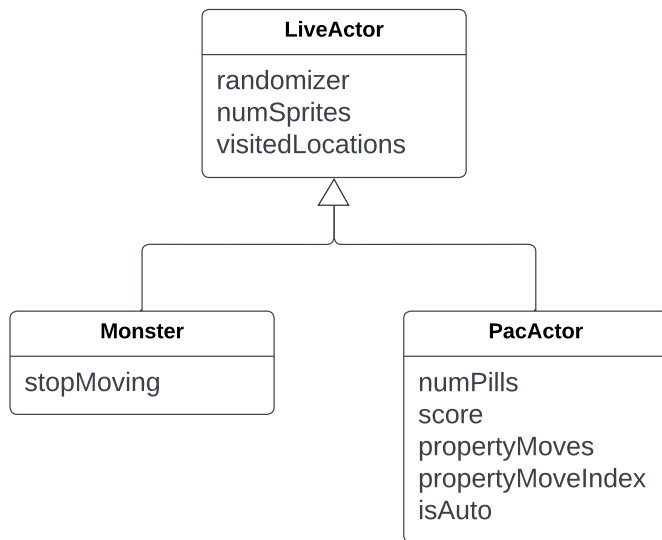


Figure 4: Creation of LiveActor superclass and its interaction

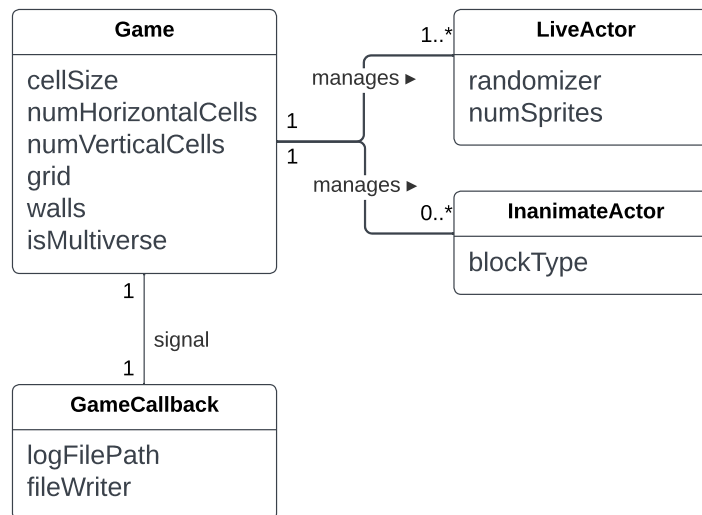


Figure 5: Modification of Game class and its interaction

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