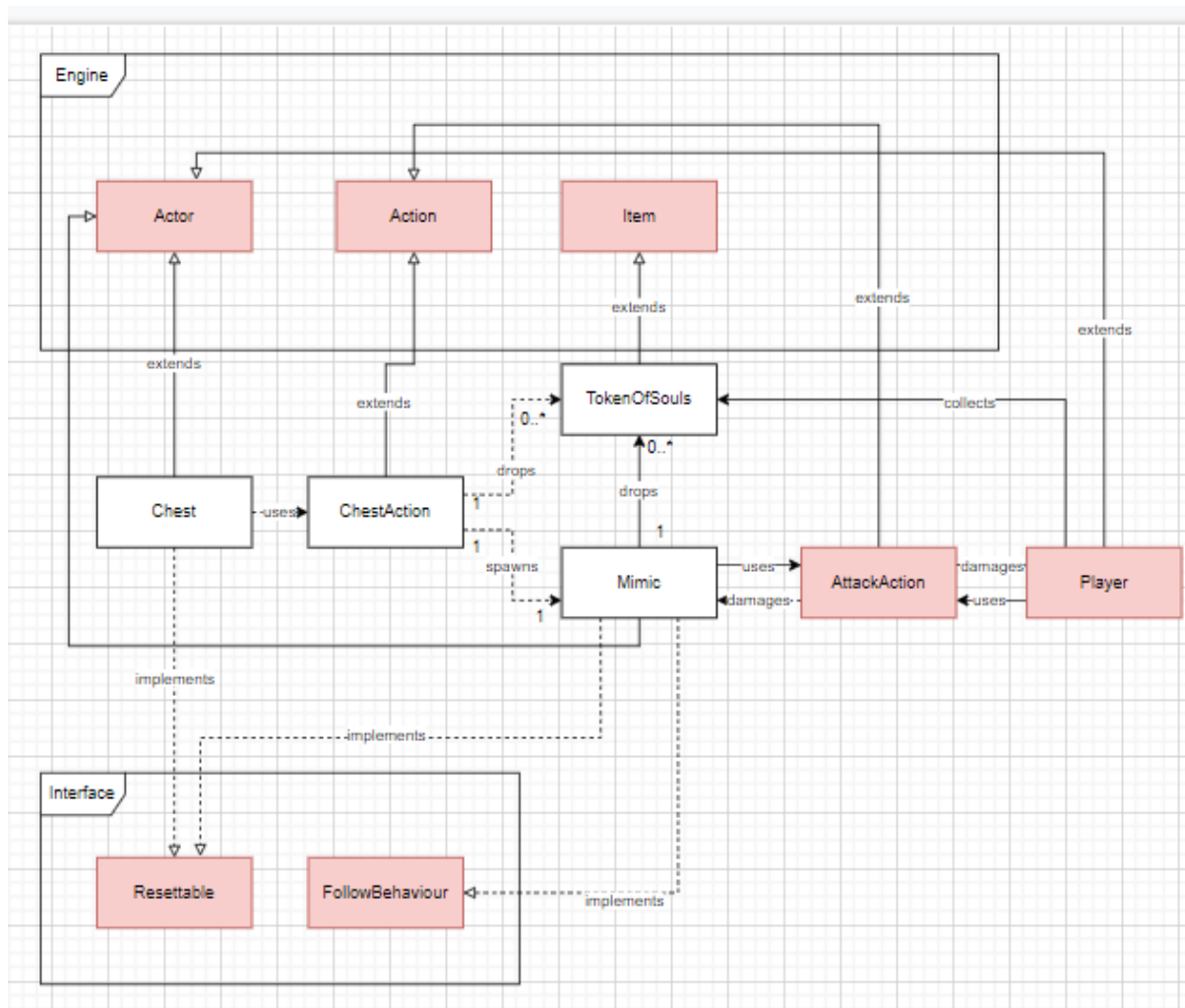


MIMIC AND CHEST DESIGN RATIONALE



In my implementation, I made chest as an actor as it is easier to remove from the map and no one can step on it unless removed. The chest uses chest action in which the chest action randomly picks either dropping token of souls or spawning a mimic. After the action has been done the chest is removed from the map. The mimic uses intrinsic weapon to attack. When a mimic dies it drops token of souls. The multiplicity of chestAction to TokenOfSouls is 1 to many because one action can create 1 or many token of souls. The multiplicity of chestAction to Mimic is 1 to 1 because chestAction can create only one mimic. The multiplicity of Mimic to TokenOfSouls is 1 to many cause after mimic dies it can spawn multiple token of souls. Mimic and chest implement Resettable because they are reset when the world is reset