engine

extends

```
Ground          GameMap          Actor          Action

        ┌────────────extends────────────┐
        │                                │
        │         extends                extends        extends
        │                                │
    Application  ──places──▶  Valley  ──activates──▶  ValleyAction  ──kills──▶  Player
           0...*                                                        1

        places
           0...*              0...*
      Cementery  ──creates──▶  Undead
                 1
```