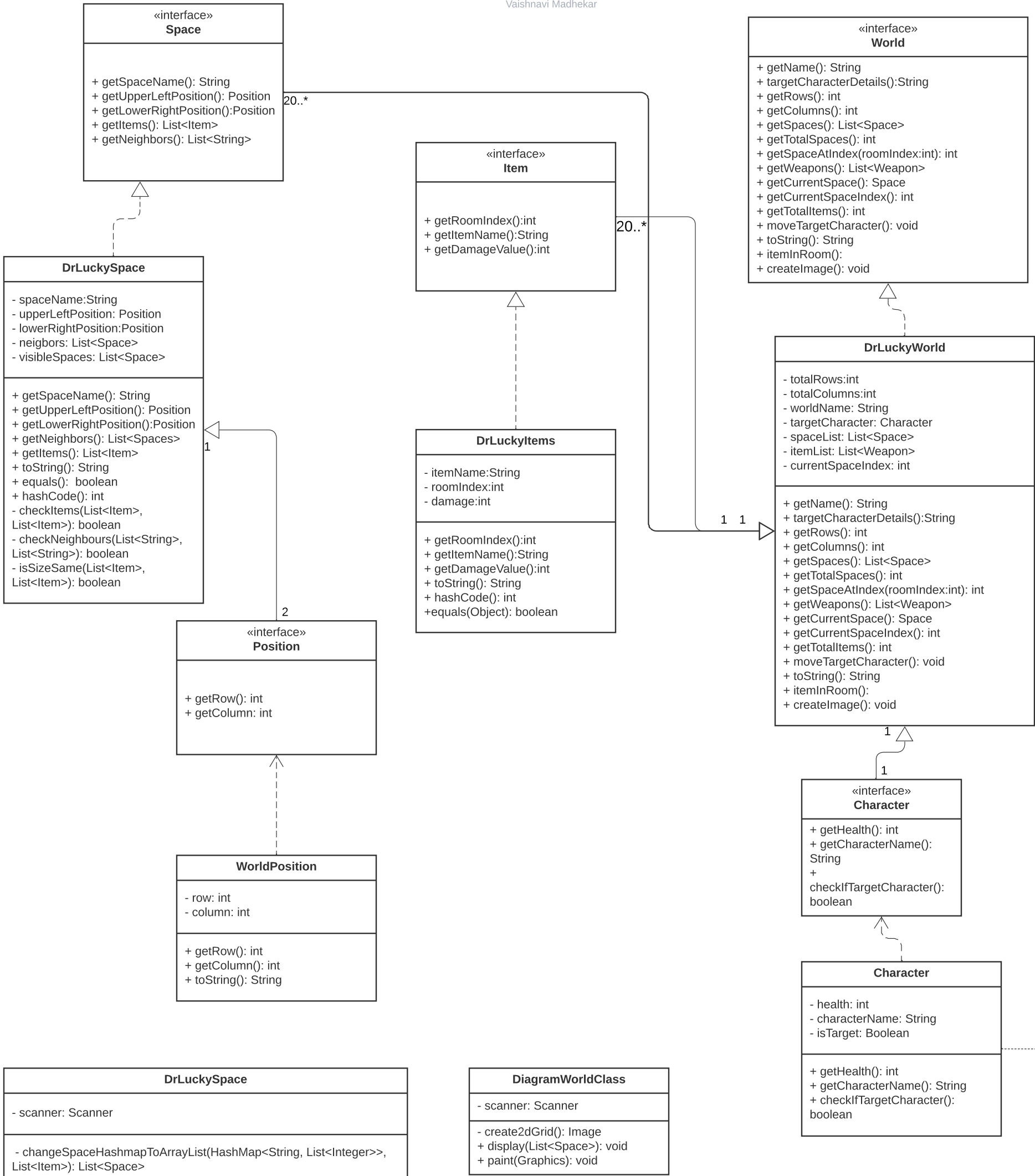


UML class - Milestone 1

Vaishnavi Madhekar



1. The spaces in the world description question has a space interface and then it has implementation as DrLuckySpace

2. The items in world description has are weapons and it has a weapon interface which the DrLuckyWeapon class is implementing

3. Position and Character are helper classes.

DrLuckyWorld has many spaces and weapons/items . Therefore it bears a "has-a " relationship. The multiplicity is justified because each world has many spaces and many weapons. But each world instance has a unique set of weapons and spaces.

Dr Lucky world has one target character as of now, which is why the relationship is 1:1.