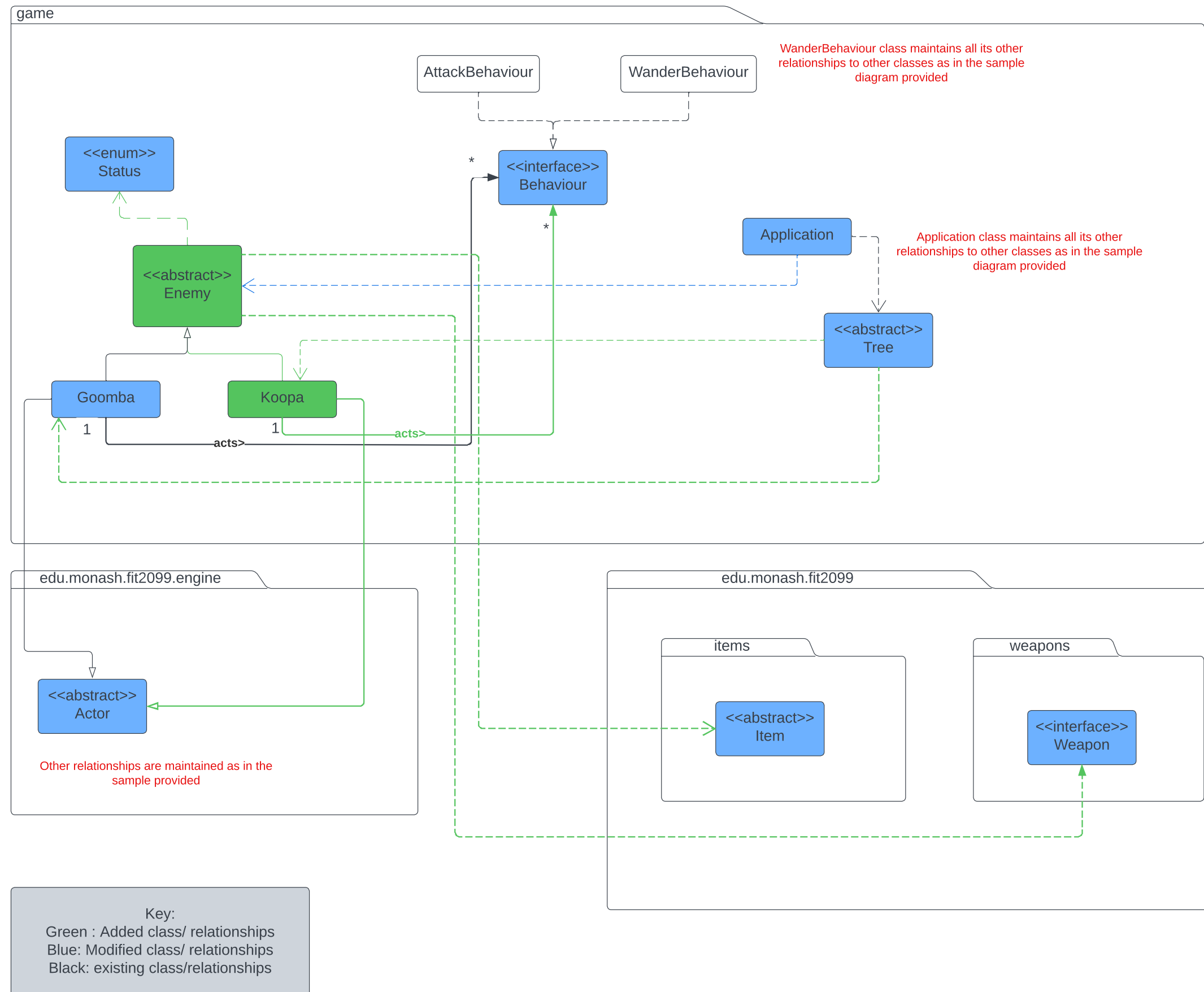
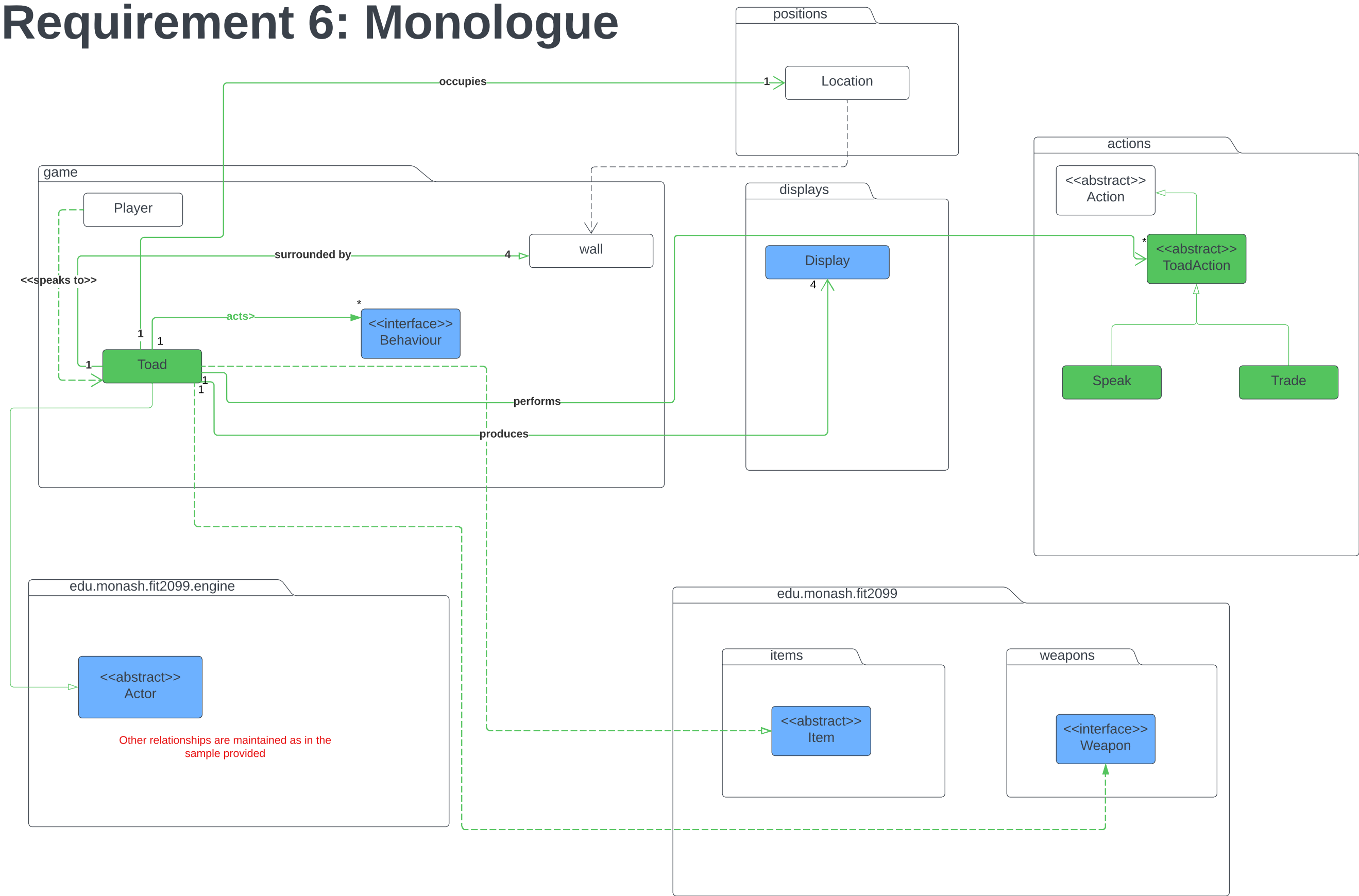


Requirement 3: Enemies



Requirement 6: Monologue



Key:
Green : Added class/ relationships
Blue: Modified class/ relationships
Black: existing class/relationships