Requirement 3: Enemies

game

behaviours
- AttackBehaviour
- WanderBehaviour

WanderBehaviour class maintains all its other relationships to other classes as in the sample diagram provided

enums
- <<enum>> Status

interfaces
- <<interface>> Resettable
- <<interface>> Behaviour

Application

Application class maintains all its other relationships to other classes as in the sample diagram provided

<> Tree

actors.enemies
- Goomba
- Koopa

acts>

edu.monash.fit2099.engine

actors
- <> Actor

Other relationships are maintained as in the sample provided

actions
- Action

items
- <> Item

weapons
- IntrinsicWeapon

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