

The diagram illustrates the design of a game system, organized into two main packages: `edu.monash.fit2099` and `game`.

**edu.monash.fit2099 Package:**

- displays:** Contains the `Display` class (blue, modified).
- actions:** Contains `Speak` and `Trade` (green, added), which inherit from the abstract `ToadAction` (green, added). `ToadAction` inherits from the abstract `Action` (black, existing).
- actors:** Contains the abstract `Actor` (black, existing).
- items:** Contains the abstract `Item` (black, existing).
- weapons:** Contains the abstract `WeaponItem` (black, existing), which inherits from the `Weapon` interface (black, existing). `WeaponItem` has a "Is a" relationship with `Weapon`.

**game Package:**

- Toad:** A green class (added) that inherits from `Actor` and `Item`. It performs `Speak` and `Trade` actions, acts by the `Behaviour` interface, trades with the `Player`, and obtains `PowerStar` and `SuperMushroom` items.
- Player:** A blue class (modified) that inherits from `Actor` and `Item`. It collects `Coin` and obtains `Wrench` items.
- Behaviour:** A blue interface (modified) that `Toad` acts by.
- Coin:** A green class (added) that `Player` collects.
- PowerStar:** A green class (added) that `Toad` obtains.
- SuperMushroom:** A green class (added) that `Toad` obtains.
- Wrench:** A green class (added) that `Player` obtains.

**Key:**

- Green: Added class/relationships
- Blue: Modified class/relationships
- Black: Existing class/relationships

**Note:** Coin removed and value added to wallet. Wallet will be an attribute of player, not its own class.

