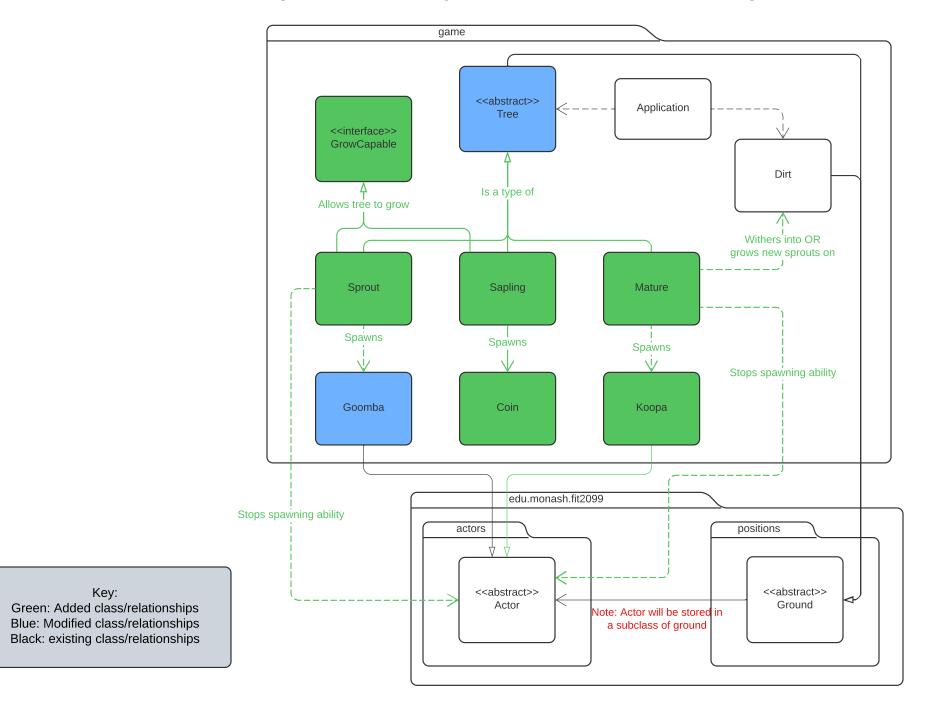
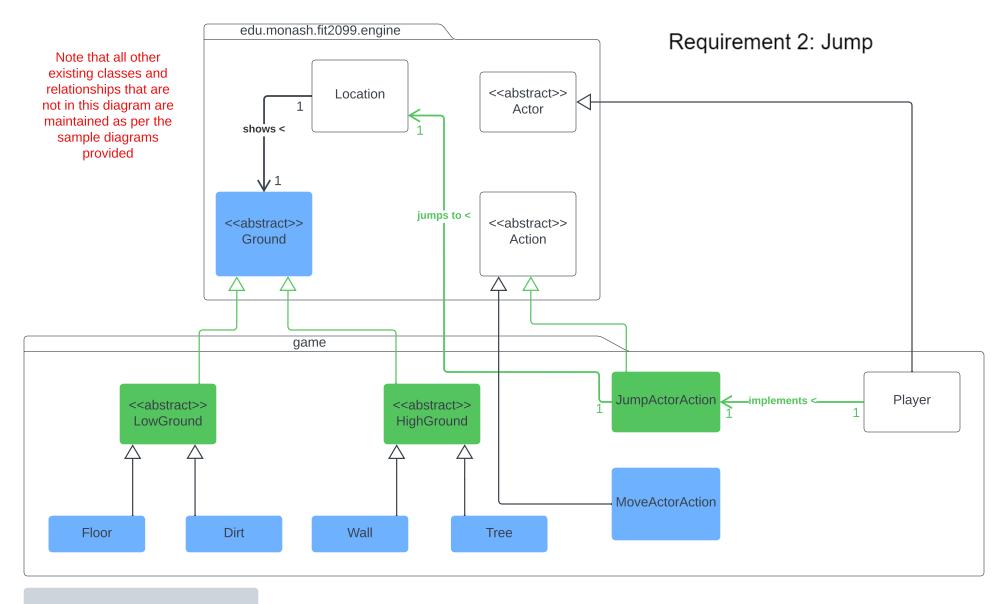
FIT2099 - Assignment 1 - Requirement 1 UML Class Diagram

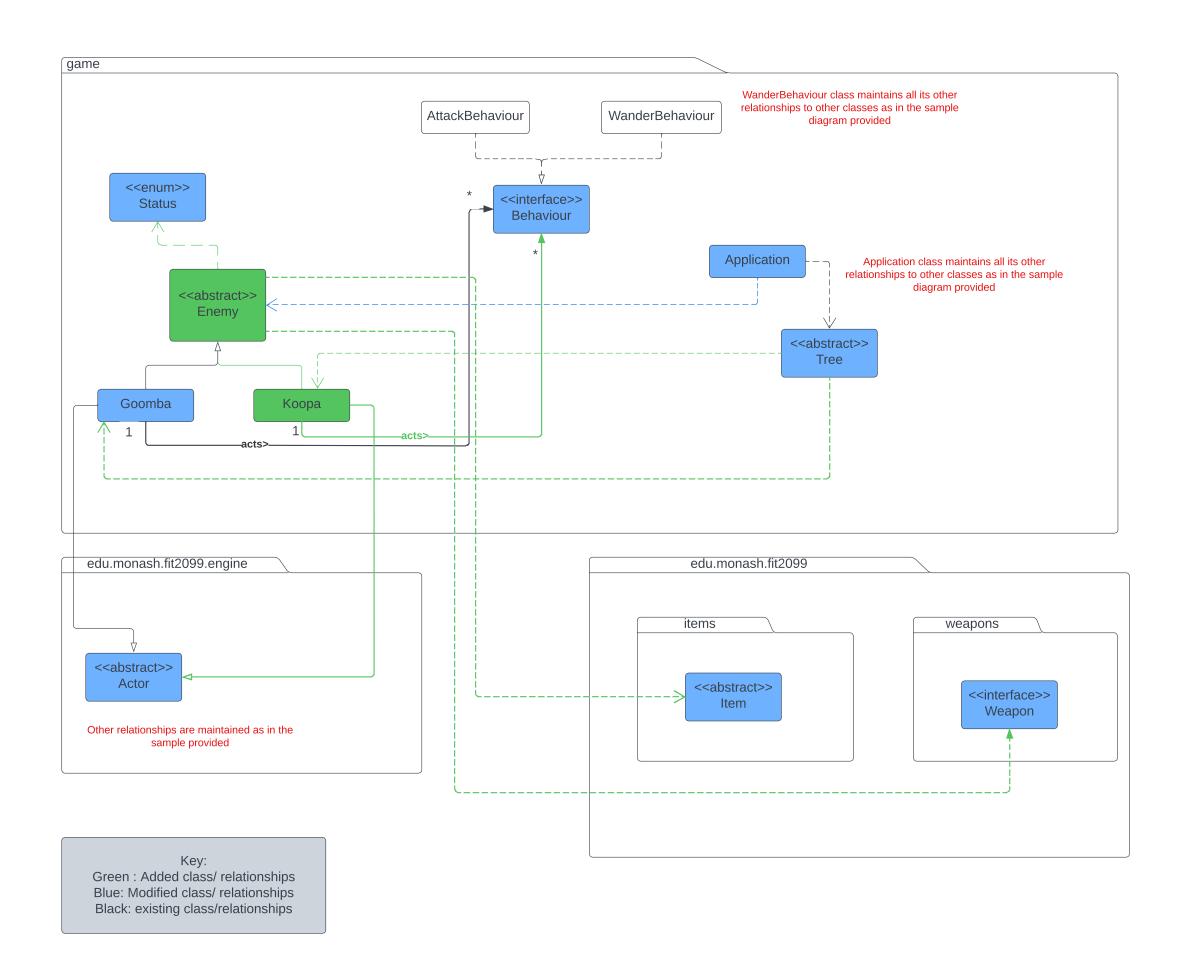




Key:

Green: Added class/relationship Blue: Modified class/relationship Black: Existing class/relationship

Requirement 3: Enemies

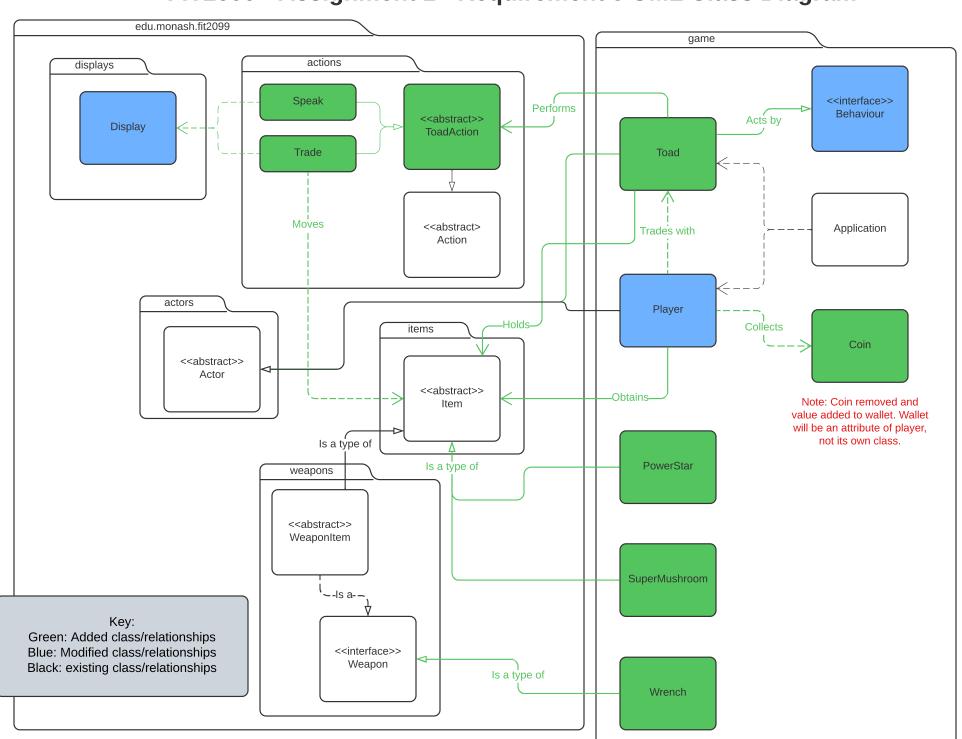


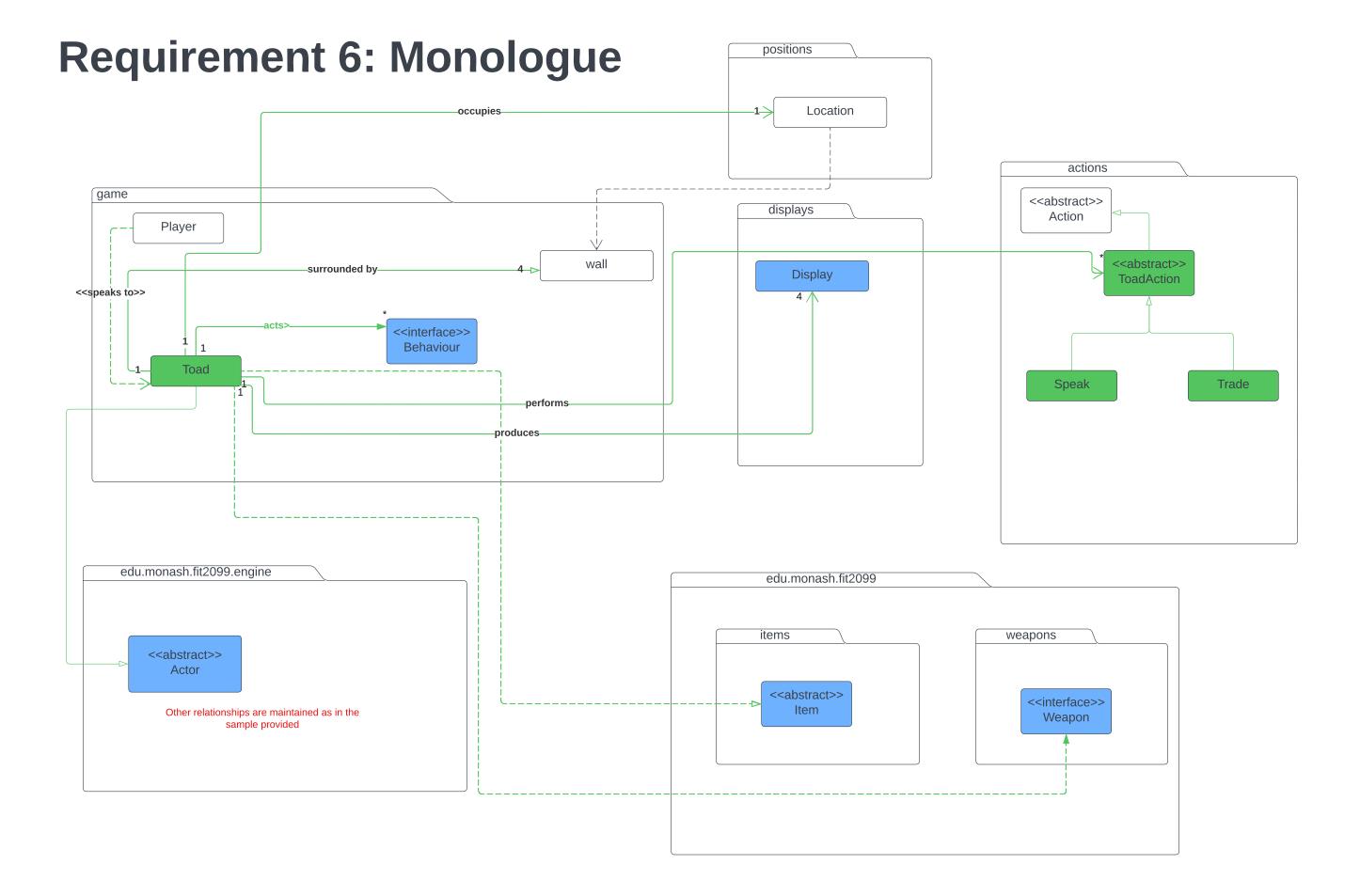
Requirement 4: Magical Items edu.monash.fit2099 capabilities displays positions CapabilitySet \leftarrow 1 Location Display **1** has > has > magicalitems 1 items <<abstract>> 1 MagicalItem <<abstract>> Item SuperMushroom **PowerStar** game edu.monash.fit2099.engine JumpActorAction <<abstract>> action AttackAction

Key:

Green: Added class/relationship Blue: Modified class/relationship Black: Existing class/relationship Note that all other existing classes and relationships that are not in this diagram are maintained as per the sample diagrams provided

FIT2099 - Assignment 1 - Requirement 5 UML Class Diagram

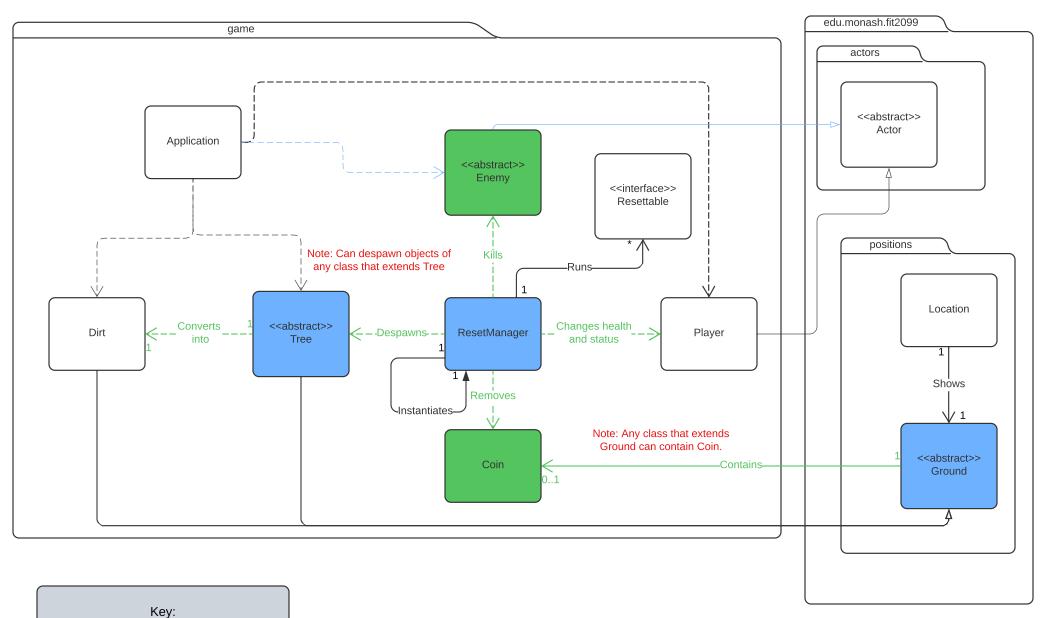




Key:

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

FIT2099 - Assignment 1 - Requirement 7 UML Class Diagram



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