Requirement 3: Magical Fountains

grounds

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Fountains

HealthFountain

PowerFountain

magicalitems

<>
Items

Bottle

HealthWater

PowerWater

positions

GameMap

implementedactions

ConsumeItemAction

FillBottleAction

items

<>
Item

actions

<>
Action

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