engine

<>
Action

ActionList

<>
Actor

Gamemap

<>
Item

All of
scraps

game

creatures

HumanoidFigure

actions

SellAction

Utility

item

ToiletPaperRoll

Application

all of
scraps
inherit
sellable

ables

<<interface>>
Sellable

scraps

JarOfPickels

MetalPipe

PotOfGold

flora

Fruit

LargeFruit

LargeBolt

MetalSheet

all of
scraps
implement
sellable

All of
scraps

Green classes are newly created classes while blue classes are existing classes that were modified