

edu.monash.fit2099.engine

actors

<<Abstract>>
Actor

1

Items

<<Abstract>>
Item

*

positions

Location

1

shows

1

<<Abstract>>
Ground

actions

<<Abstract>>
Action

edu.monash.fit2099.game

actions

JumpAction

AttackAction

ConsumeAction

1

items

<<Abstract>>
Consumables

1

SuperMushroom

Coin

PowerStar

enums

<<enum>>
Status

grounds

Tree

Wall

<<Interface>>
HighGround

Dirt

stores>>

