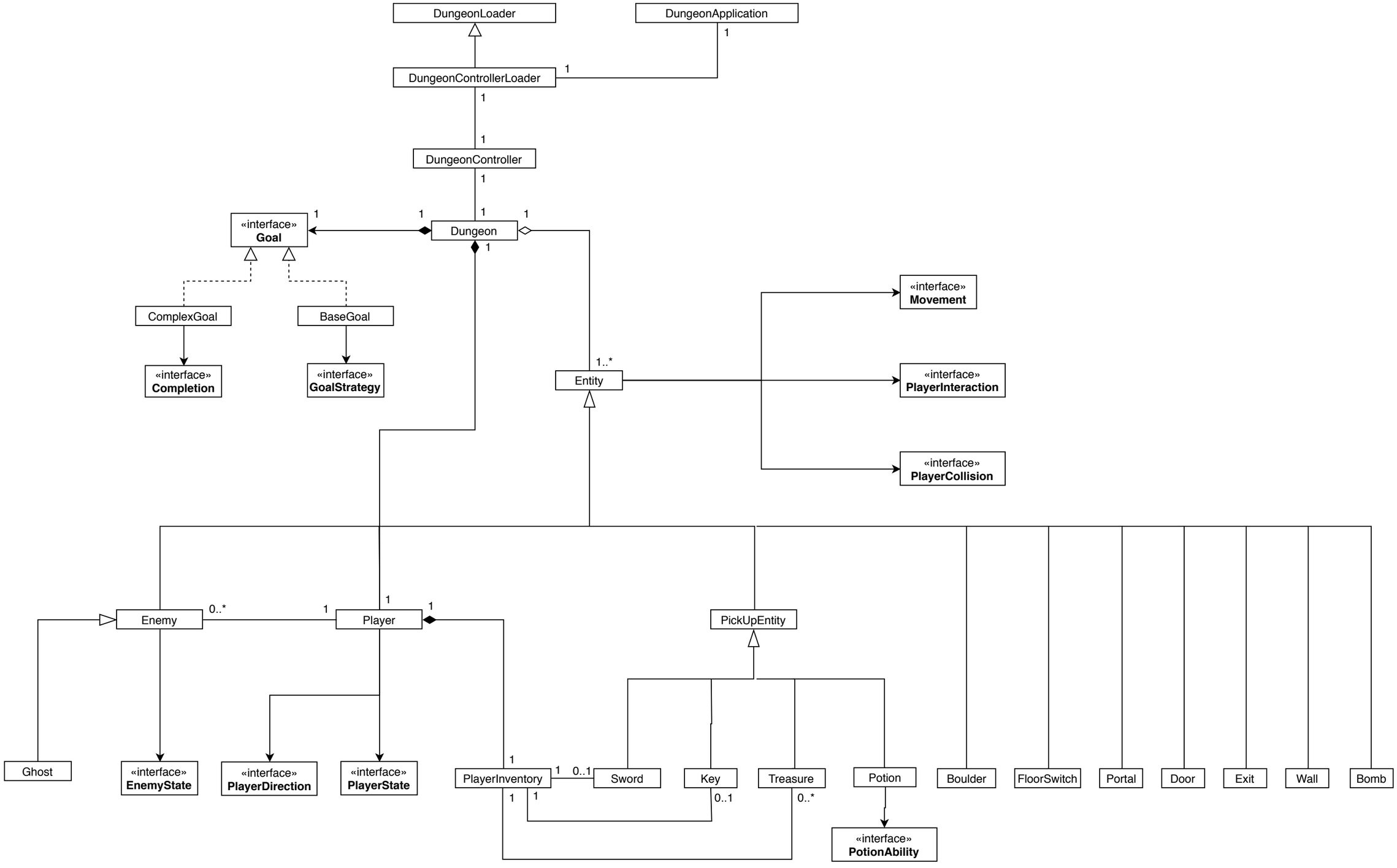
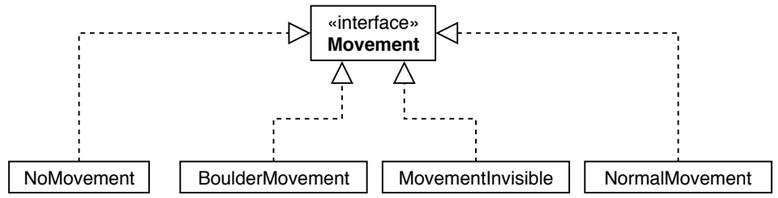
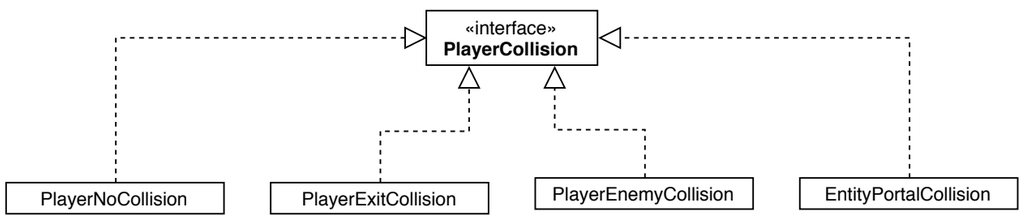
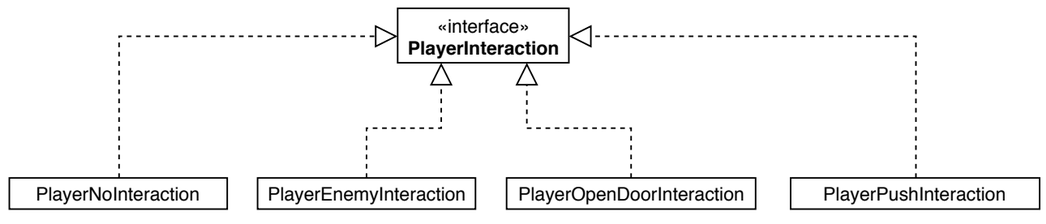
Overarching Class Diagram



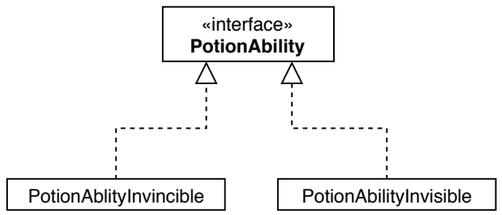
Entity Patterns



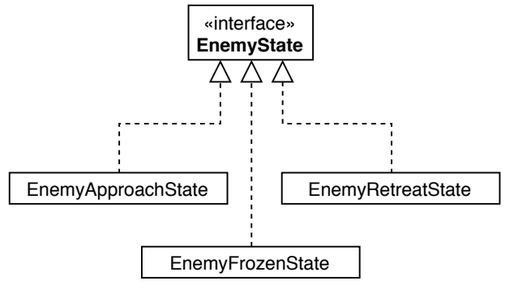


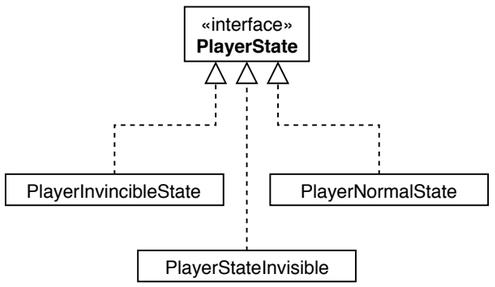


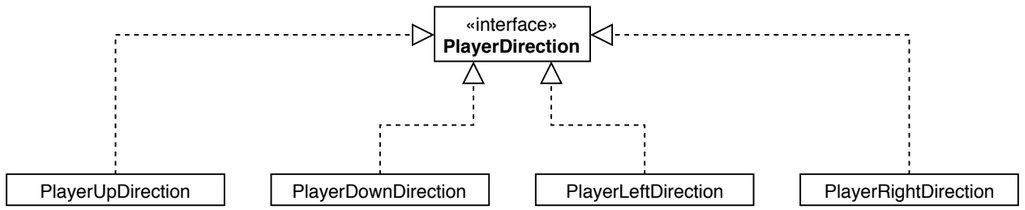
Potion

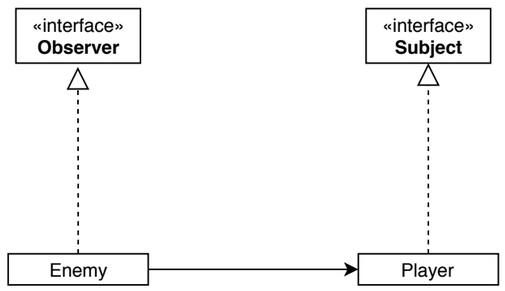


Player/Enemy Patterns

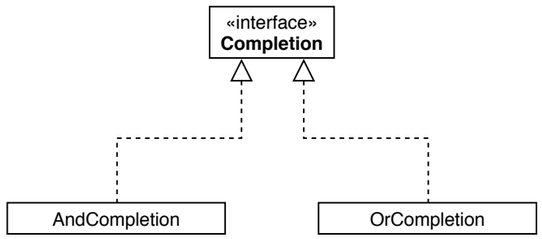


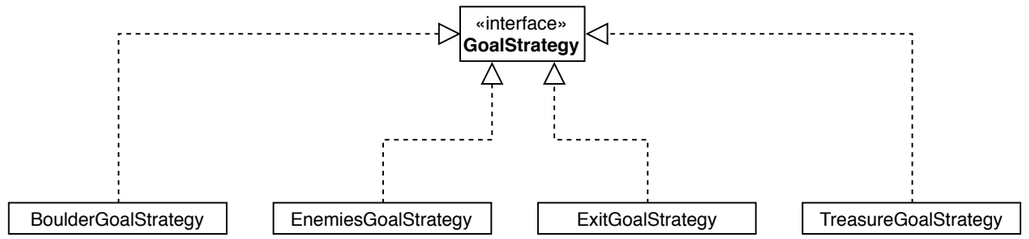


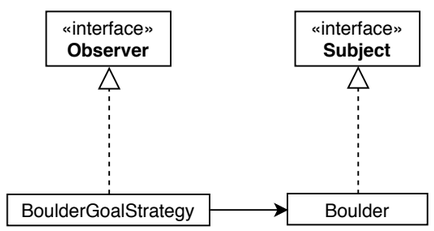


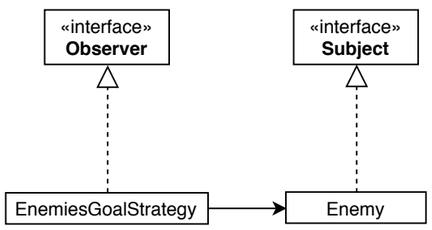


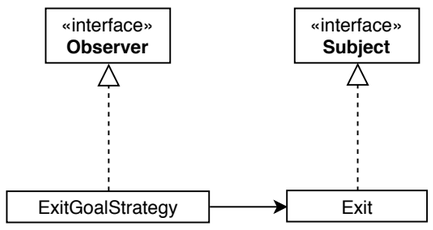
Goal Patterns

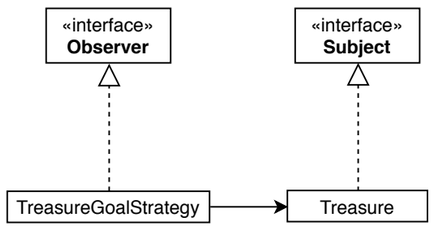




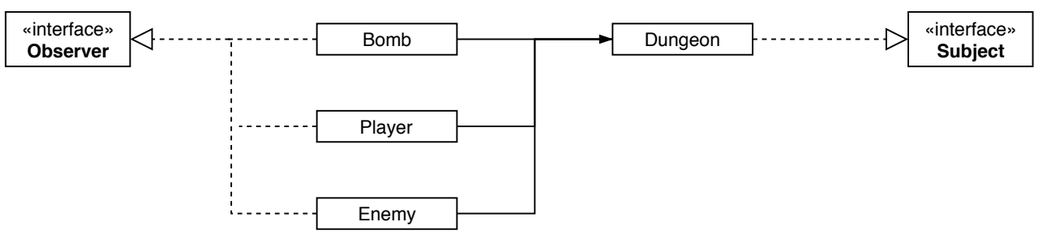


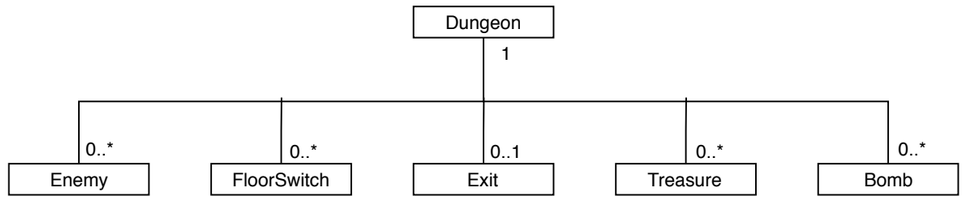
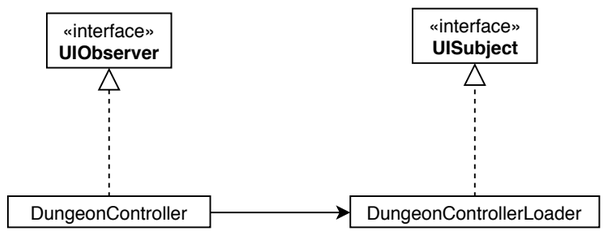






Dungeon Patterns





User Interface Observer Patterns