Abstract		
Character		
		NPC, Protagonist
• Has a name, has appearance, has type • Moves		

		Character
NPC		
• Has type="NPC", dialog • Interacts with the protagonist and prints dialog • Can scare		• Protagonist • Interactive

		Character
Protagonist		
• Has a name, health = 100, insanity = 0, energy = 120, skillLevel = 1, and inventory • Has an appearance that can be set by the user and changed at any given time • Can decrease health • Can increase insanity • Can decrease energy • Can increase skill level • Adds item to inventory • Inspects the item, environment, and NPC • Opens inventory • Equips item from the inventory • Uses item • Takes photo evidence		• NPC • Item • Environment • Interactive

Interface	
Interactive	
• Interacts	• NPC
	• Protagonist
	• Item

	WrittenClue, Key
Item	
• Has an identifier, type, and appearance	• Protagonist
• Interacts	

	Item
WrittenClue	
• Has type = "writtenClue" and clue	• Protagonist
• Prints clue	• Interactive
• Interacts	

	Item
Key	
• Has type = "key" and compatibleDoor	• Protagonist
• Interacts	• Interactive
• Open doors (if compatible)	

Environment	
• Plots the items in the environment • Sets the stage	• Item • WrittenClue • Key • NPC