

Bag		Item, Storage
<ul style="list-style-type: none"> <li>• Store all other items</li> <li>• Show its name</li> <li>• Show its description</li> <li>• Usable</li> <li>• Drop-able</li> </ul>	<ul style="list-style-type: none"> <li>• Storage</li> <li>• Room</li> <li>• Character</li> </ul>	

Cabinet		Storage, Furniture
<ul style="list-style-type: none"> <li>• Store Items</li> </ul>	<ul style="list-style-type: none"> <li>• Player</li> <li>• GameWorld</li> <li>• Item</li> </ul>	

Chest		Furniture
<ul style="list-style-type: none"> <li>• Decorates</li> </ul>	<ul style="list-style-type: none"> <li>• GameWorld</li> <li>• Room</li> </ul>	

Decoder		Expendable
<ul style="list-style-type: none"> <li>• Show its name</li> <li>• Show its description</li> <li>• Used to decode a TreasureMap</li> </ul>	<ul style="list-style-type: none"> <li>• Storage</li> <li>• Room</li> <li>• Character</li> </ul>	

Equipment		Item Weapon, Armour
<ul style="list-style-type: none"> <li>• Show its name</li> <li>• Show its description</li> <li>• Can be worn</li> </ul>	<ul style="list-style-type: none"> <li>• Storage</li> <li>• Room</li> <li>• Character</li> </ul>	



Interface	<b>Expendable</b>	Item Teleport, Medicine, Decoder
<ul style="list-style-type: none"><li>• Show its name</li><li>• Show its description</li></ul>	<ul style="list-style-type: none"><li>• Storage</li><li>• Room</li><li>• Character</li></ul>	

Abstract	<b>FightItem</b>	Item Medicine
<ul style="list-style-type: none"><li>• Show its name</li><li>• Show its description</li></ul>	<ul style="list-style-type: none"><li>• Storage</li><li>• Room</li><li>• Character</li></ul>	

Abstract	FixedPositionNPC		NPC Vender
<ul style="list-style-type: none"><li>• Talk to Player(Give options to Player)</li><li>•</li></ul>		<ul style="list-style-type: none"><li>• Room</li><li>• Character</li><li>• GameWorld</li></ul>	

Inventory		Storage
<ul style="list-style-type: none"><li>• Store Items</li></ul>	<ul style="list-style-type: none"><li>• Player</li><li>• GameWorld</li><li>• Item</li></ul>	

Interface		Item	Equipment, FightItem, Expendable, Bag, Cumulative
<ul style="list-style-type: none"><li>• Show its name</li><li>• Show its description</li><li>• Usable</li><li>• Exchangeable</li><li>• Give-able</li><li>• Pick-up-able</li><li>• Drop-able</li></ul>			<ul style="list-style-type: none"><li>• Storage</li><li>• Room</li><li>• Character</li></ul>



Abstract	<b>Medicine</b>	FightItem, Expendable LifeMedicine, MagicMedicine
<ul style="list-style-type: none"><li>• Show its name</li><li>• Show its description</li></ul>	<ul style="list-style-type: none"><li>• Storage</li><li>• Room</li><li>• Character</li></ul>	

MonsterRoom		Room MonsterRoom
<ul style="list-style-type: none"><li>• Keeps track of the position of everything in the Room</li><li>• Actives a combat</li></ul>	<ul style="list-style-type: none"><li>• Player</li><li>• GameWorld</li><li>• Item</li><li>• NPC</li></ul>	

NonMonsterRoom		Room
<ul style="list-style-type: none"><li>Keeps track of the position of everything in the Room</li></ul>	<ul style="list-style-type: none"><li>Player</li><li>GameWorld</li><li>Item</li><li>NPC</li></ul>	

Abstract	NPC		FixedPositionNPC, RandomAppearNPC
<ul style="list-style-type: none"><li>• Talk to Player(Give options to Player)</li><li>•</li></ul>		<ul style="list-style-type: none"><li>• Room</li><li>• Character</li><li>• GameWorld</li></ul>	

Abstract	<b>RandomAppearNPC</b>	NPC SupriseGoblin, SurpriseVender
<ul style="list-style-type: none"><li>• Talk to Player(Give options to Player)</li></ul>	<ul style="list-style-type: none"><li>• Room</li><li>• Character</li><li>• GameWorld</li></ul>	



<div> <div>RandomTeleport</div> <div>Teleport</div> </div>	
<ul style="list-style-type: none"> <li>• Show its name</li> <li>• Show its description</li> </ul>	<ul style="list-style-type: none"> <li>• Storage</li> <li>• Room</li> <li>• Character</li> </ul>

<div> <div>RecallTeleport</div> <div>Teleport</div> </div>	
<ul style="list-style-type: none"> <li>• Show its name</li> <li>• Show its description</li> </ul>	<ul style="list-style-type: none"> <li>• Storage</li> <li>• Room</li> <li>• Character</li> </ul>

Abstract	<div> <div>Room</div> <div>MonsterRoom, NonMonsterRoom</div> </div>
<ul style="list-style-type: none"> <li>• Keeps track of the position of everything in the Room</li> </ul>	<ul style="list-style-type: none"> <li>• Player</li> <li>• GameWorld</li> <li>• Item</li> <li>• NPC</li> </ul>

Interface	<div> <div>Storage</div> <div>Inventory, Bag, Cabinet</div> </div>
<ul style="list-style-type: none"> <li>• Store Items</li> </ul>	<ul style="list-style-type: none"> <li>• Player</li> <li>• GameWorld</li> <li>• Item</li> </ul>





<div> <div>SurpriseGoblin</div> <div>RandomAppearNPC</div> </div>	
<ul style="list-style-type: none"> <li>Talk to Player(Give options to Player)</li> <li>Surprise Players</li> </ul>	<ul style="list-style-type: none"> <li>Room</li> <li>Character</li> <li>GameWorld</li> </ul>

<div> <div>SurpriseVender</div> <div>RandomAppearNPC</div> </div>	
<ul style="list-style-type: none"> <li>Talk to Player(Give options to Player)</li> <li>Sell to and Buy from Player</li> </ul>	<ul style="list-style-type: none"> <li>Room</li> <li>Character</li> <li>GameWorld</li> </ul>

Abstract	<div> <div>Teleport</div> <div>Expendable</div> <div>RandomTeleport, RecallTeleport</div> </div>
<ul style="list-style-type: none"> <li>Show its name</li> <li>Show its description</li> </ul>	<ul style="list-style-type: none"> <li>Storage</li> <li>Room</li> <li>Character</li> </ul>

<div> <div>Transpoter</div> <div>FixedPositionNPC</div> </div>	
<ul style="list-style-type: none"> <li>Talk to Player(Give options to Player)</li> <li>Transport Players</li> </ul>	<ul style="list-style-type: none"> <li>Room</li> <li>Character</li> <li>GameWorld</li> </ul>

<div> <div>TreasureMap</div> <div>Furniture</div> </div>	
<ul style="list-style-type: none"> <li>Decorates</li> </ul>	<ul style="list-style-type: none"> <li>GameWorld</li> <li>Room</li> </ul>

<div> <div>Tree</div> <div>Furniture</div> </div>	
<ul style="list-style-type: none"> <li>Decorates</li> </ul>	<ul style="list-style-type: none"> <li>GameWorld</li> <li>Room</li> </ul>



<div> <div>Vender</div> <div>FixedPositionNPC</div> </div>	
<ul style="list-style-type: none"> <li>Talk to Player(Give options to Player)</li> <li>Sell to or Buy from Players</li> </ul>	<ul style="list-style-type: none"> <li>Room</li> <li>Character</li> <li>GameWorld</li> </ul>

<div> <div>Weapon</div> <div>Equipment</div> </div>	
<ul style="list-style-type: none"> <li>Show its name</li> <li>Show its description</li> </ul>	<ul style="list-style-type: none"> <li>Storage</li> <li>Room</li> <li>Character</li> </ul>

<div> <div>MagicMedicine</div> <div>Medicine</div> </div>	
<ul style="list-style-type: none"> <li>Show its name</li> <li>Show its description</li> </ul>	<ul style="list-style-type: none"> <li>Storage</li> <li>Room</li> <li>Character</li> </ul>

<div> <div>LifeMedicine</div> <div>Medicine</div> </div>	
<ul style="list-style-type: none"> <li>Show its name</li> <li>Show its description</li> </ul>	<ul style="list-style-type: none"> <li>Storage</li> <li>Room</li> <li>Character</li> </ul>

<div> <div> <div>Abstract</div> <div>Furniture</div> <div>Tree, Chest, Building, TreasureMap, Cabinet</div> </div> </div>	
<ul style="list-style-type: none"> <li>Decorates</li> </ul>	<ul style="list-style-type: none"> <li>GameWorld</li> <li>Room</li> </ul>



Building		Furniture
<ul style="list-style-type: none"><li>Decorates</li></ul>	<ul style="list-style-type: none"><li>GameWorld</li><li>Room</li></ul>	

Armour		Equipment
<ul style="list-style-type: none"><li>Show its name</li><li>Show its description</li></ul>	<ul style="list-style-type: none"><li>Storage</li><li>Room</li><li>Character</li></ul>	