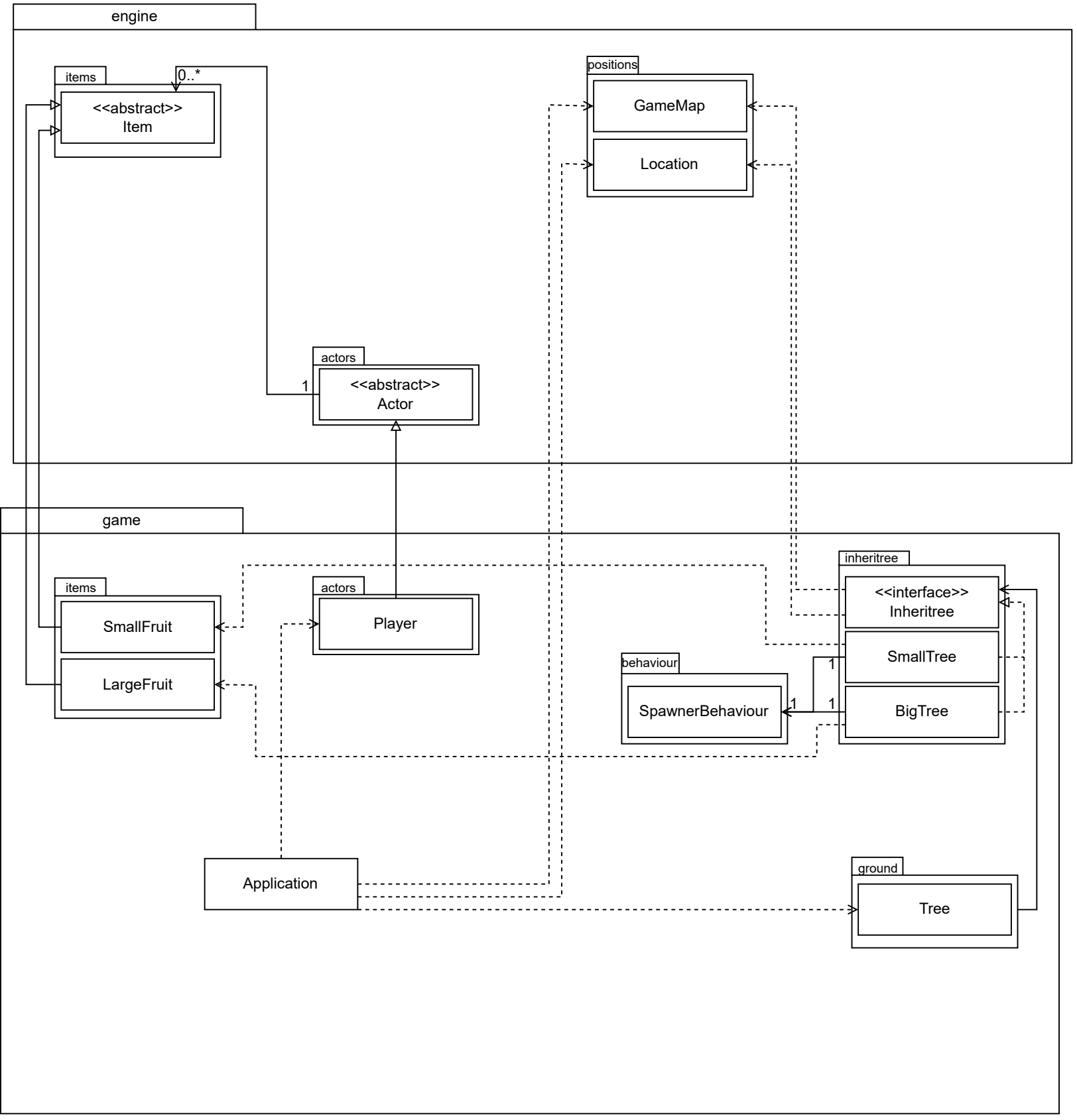
engine
items
0..*
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Item
positions
GameMap
Location
actors
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<<abstract>>
Actor
game
items
SmallFruit
LargeFruit
actors
Player
inheritree
<<interface>>
Inheritree
SmallTree
BigTree
1
1
1
behaviour
SpawnerBehaviour
Application
ground
Tree