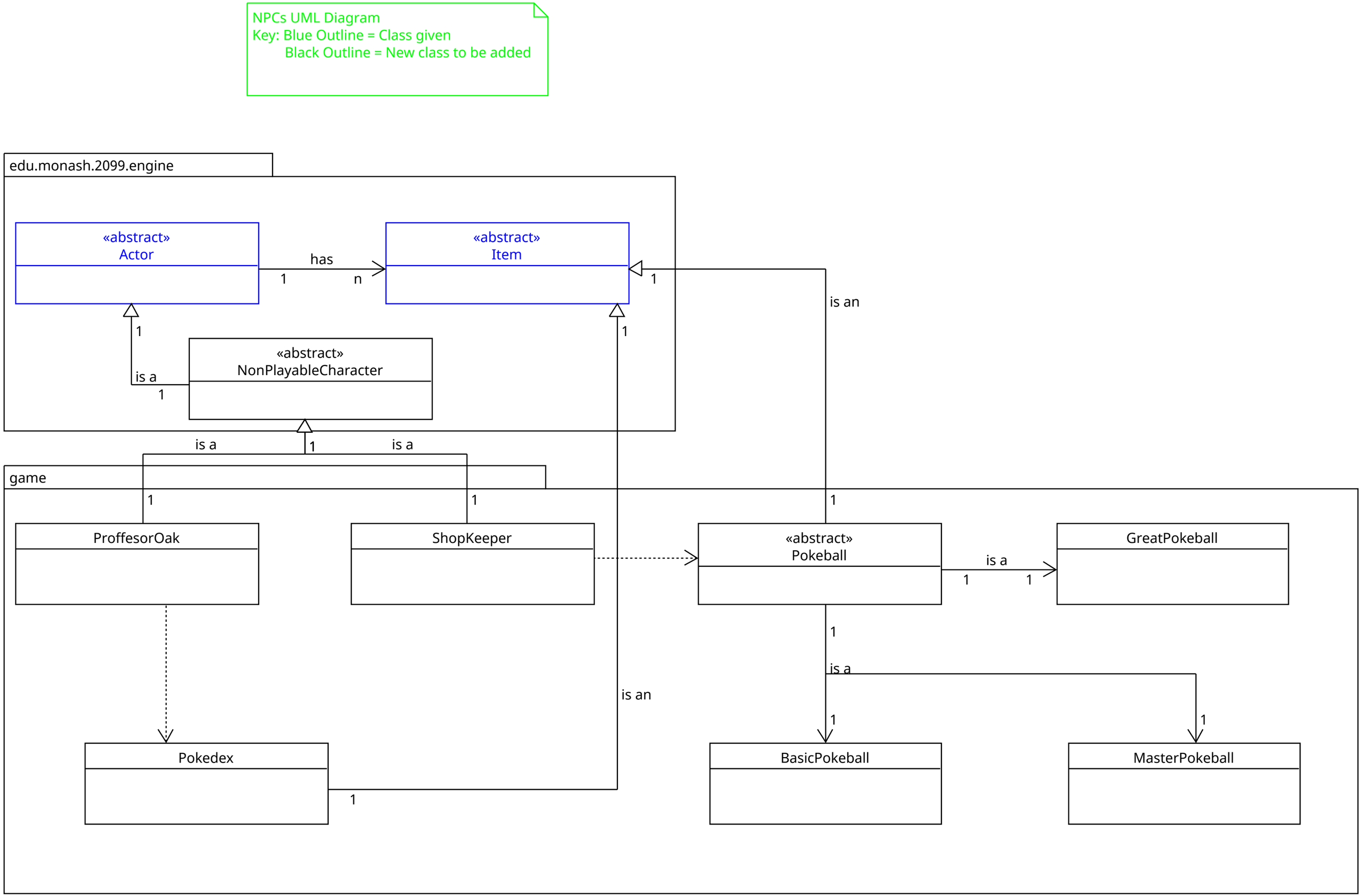
NPCs UML Diagram
Key: Blue Outline = Class given
Black Outline = New class to be added
edu.monash.2099.engine
«abstract»
Actor
has
1
n
«abstract»
Item
1
is an
1
1
is a
1
«abstract»
NonPlayableCharacter
is a
1
1
is a
game
1
1
1
ProffesorOak
ShopKeeper
«abstract»
Pokeball
is a
1
1
GreatPokeball
1
is a
is an
1
1
Pokedex
1
BasicPokeball
MasterPokeball