Yellow = Existing Classes
White = New Classes

Action Package Class UML Diagram

Behaviour Package Class UML Diagram

Yellow = Existing Classes
White = New Classes

<>
Enemies

<<interface>>
Behaviour

AttackBehaviour

FollowBehaviour

WanderBehaviour

Undead

Skeleton

<>
Lord of Cinder

Mimic

YhormTheGiant
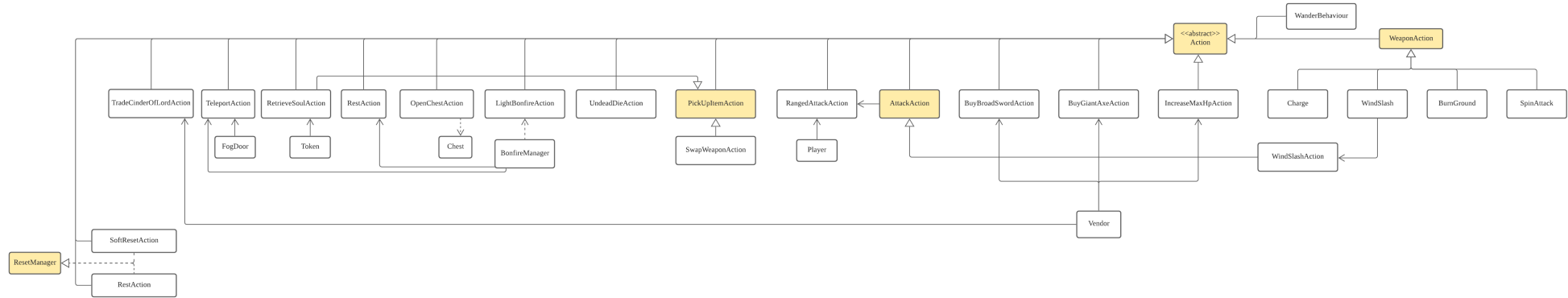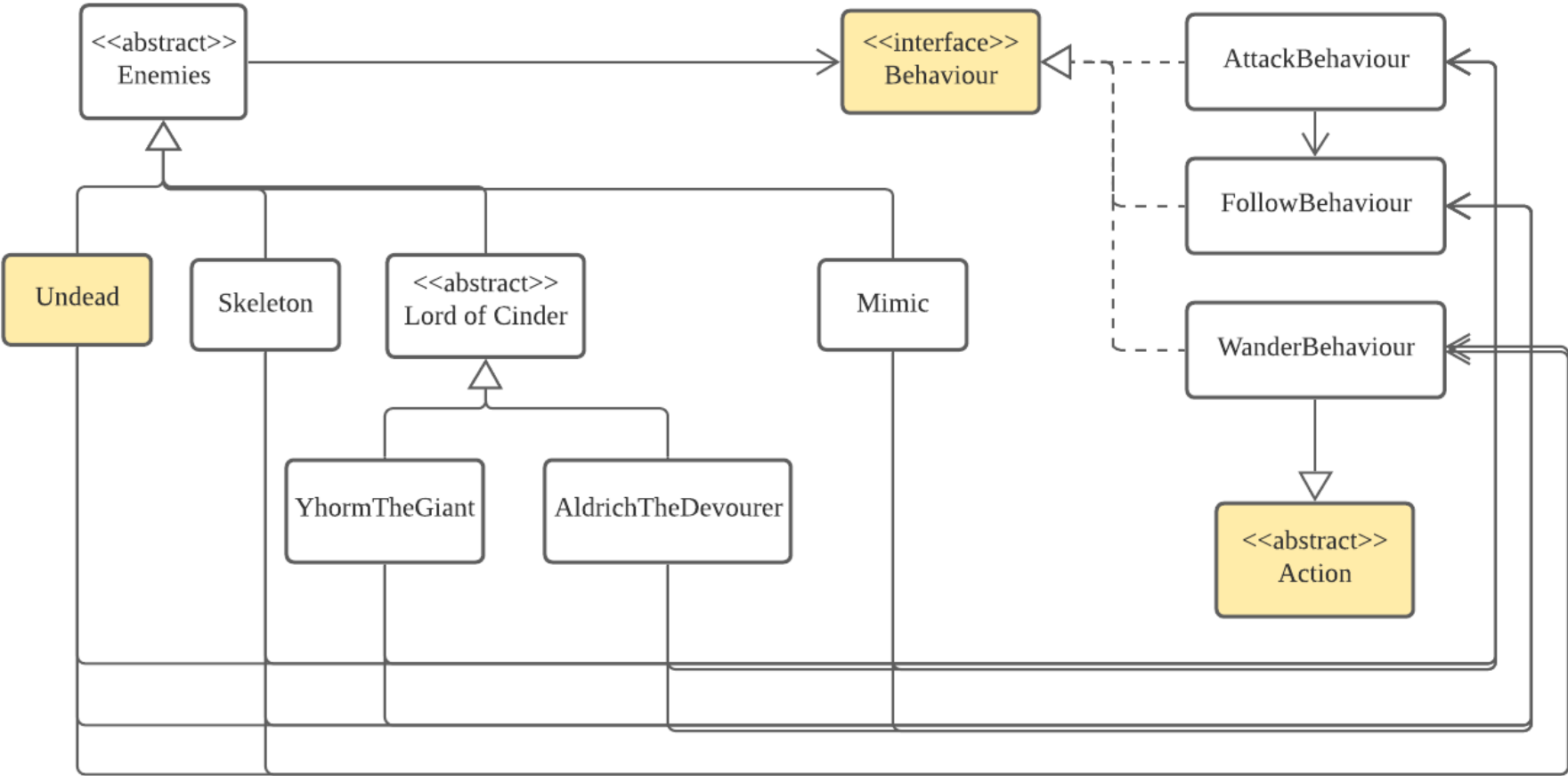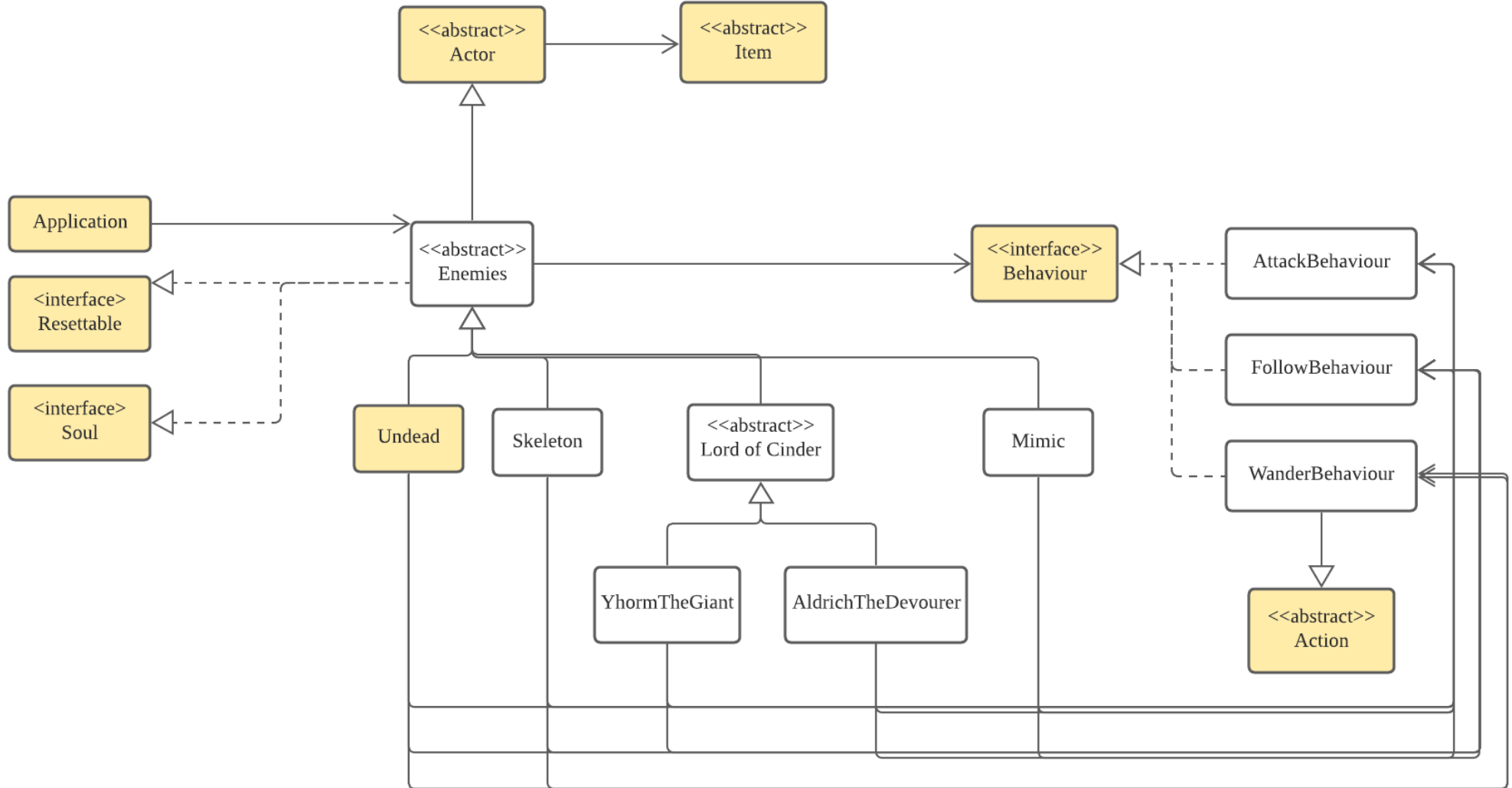
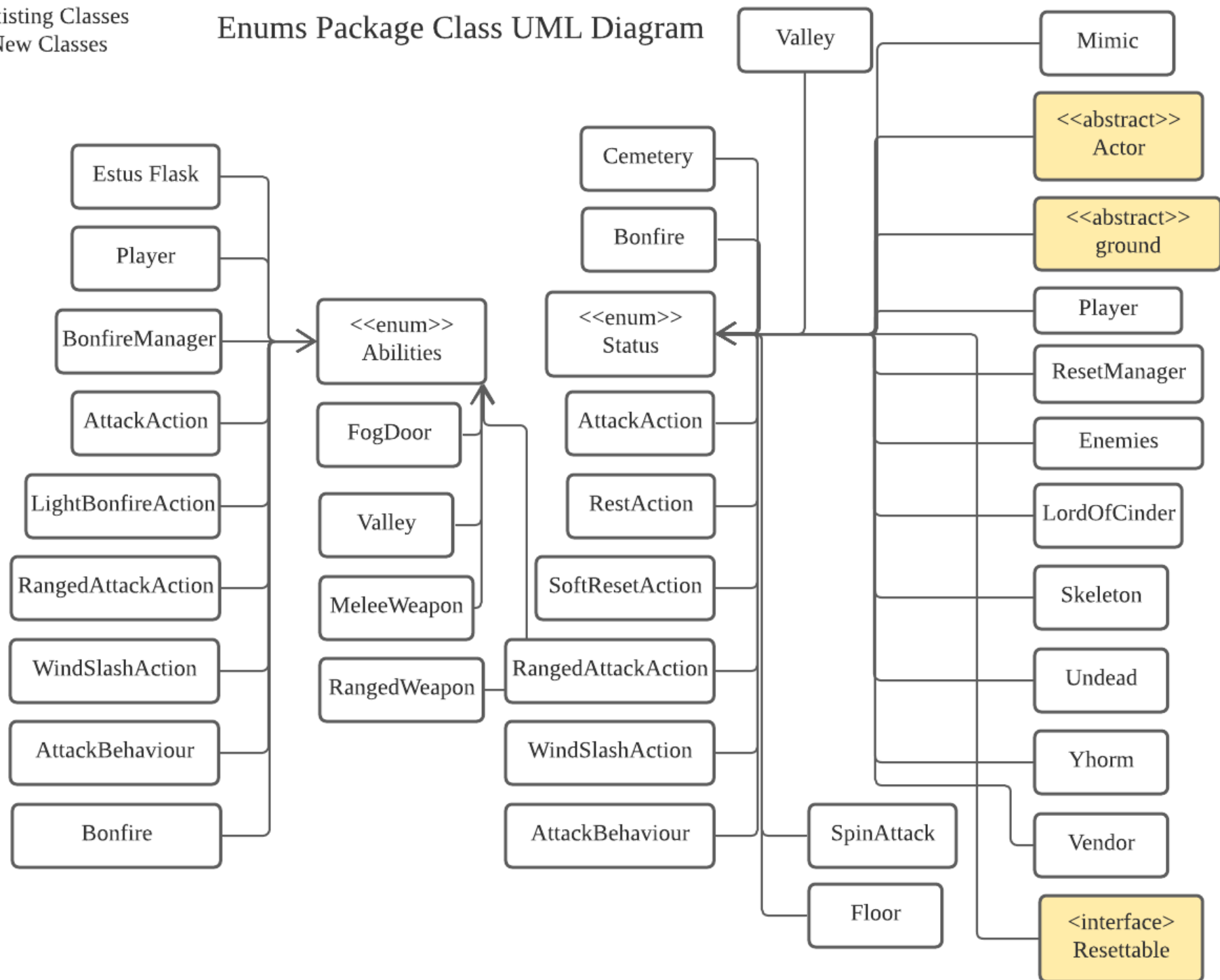AldrichTheDevourer

<>
Action

Enemies Package Class UML Diagram

Yellow = Existing Classes
White = New Classes

Enums Package Class UML Diagram

Yellow = Existing Classes
White = New Classes

Estus Flask

Player

BonfireManager

AttackAction

LightBonfireAction

RangedAttackAction

WindSlashAction

AttackBehaviour

Bonfire

<<enum>>
Abilities

FogDoor

Valley

MeleeWeapon

RangedWeapon

Valley

Cemetery

Bonfire

<<enum>>
Status

AttackAction

RestAction

SoftResetAction

RangedAttackAction

WindSlashAction

AttackBehaviour

SpinAttack

Floor

Mimic

<>
Actor

<>
ground

Player

ResetManager

Enemies

LordOfCinder

Skeleton

Undead

Yhorm

Vendor

<interface>
Resettable

Grounds Package Class UML Diagram

Yellow = Existing Classes
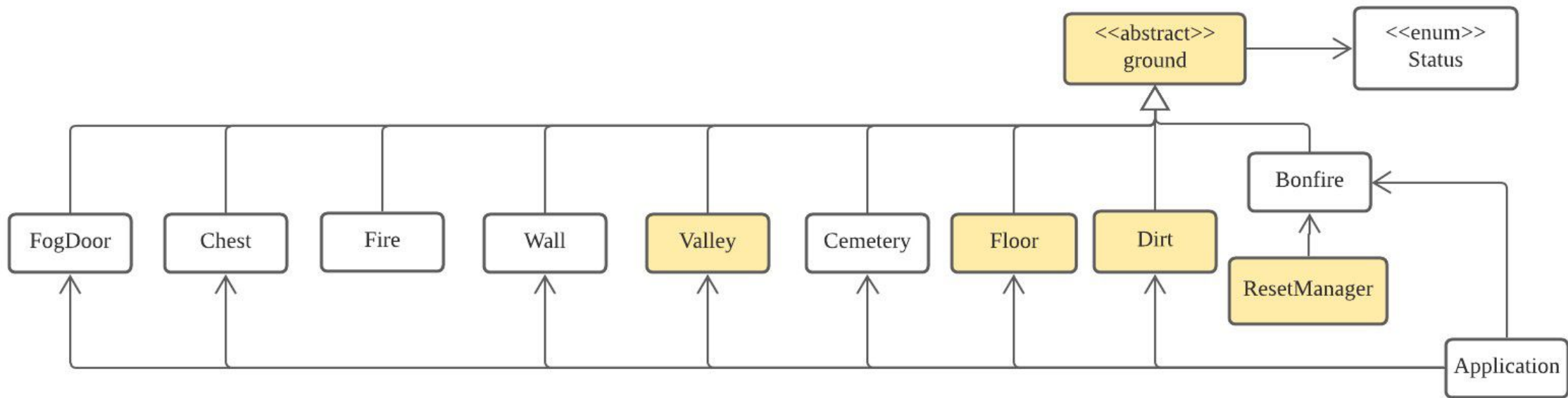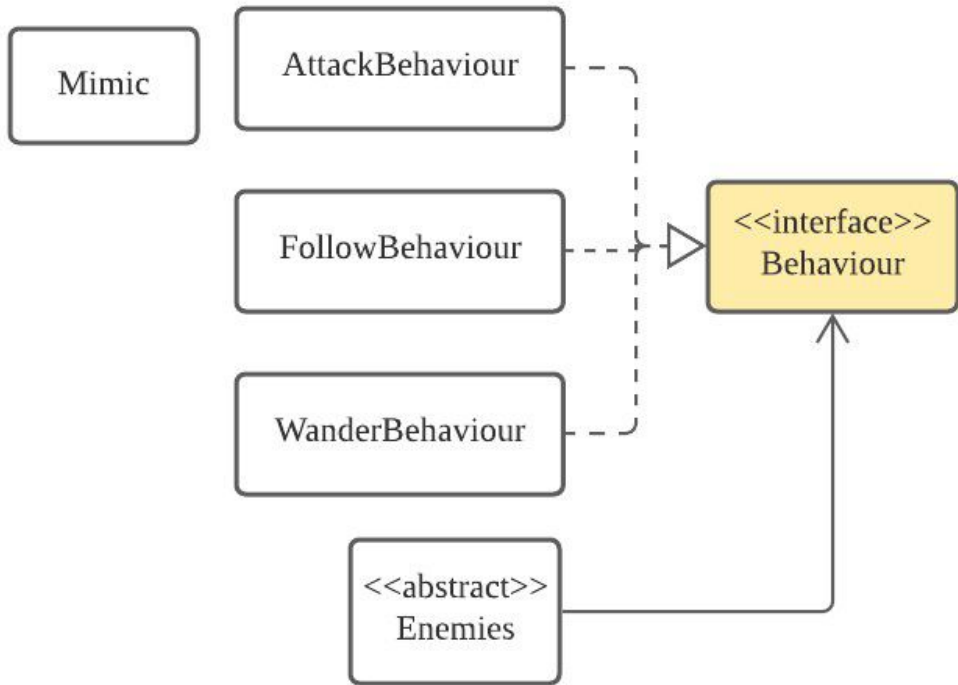White = New Classes

Yellow = Existing Classes
White = New Classes

Interfaces Package Class UML Diagram

Items Package Class UML Diagram

Yellow = Existing Classes
White = New Classes

Unclassified Class UML Diagram

Yellow = Existing Classes
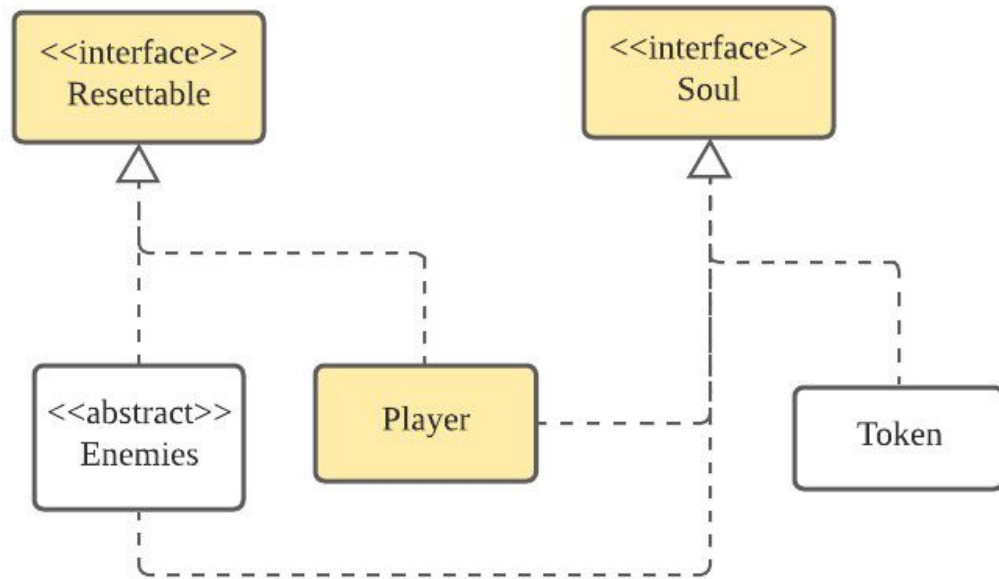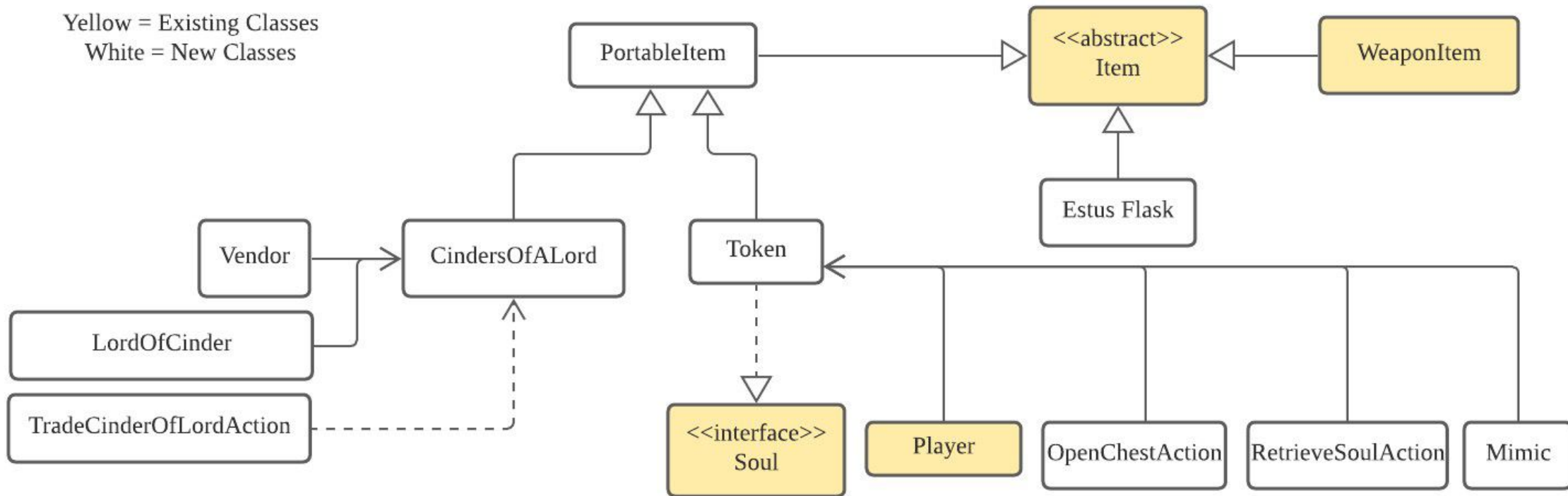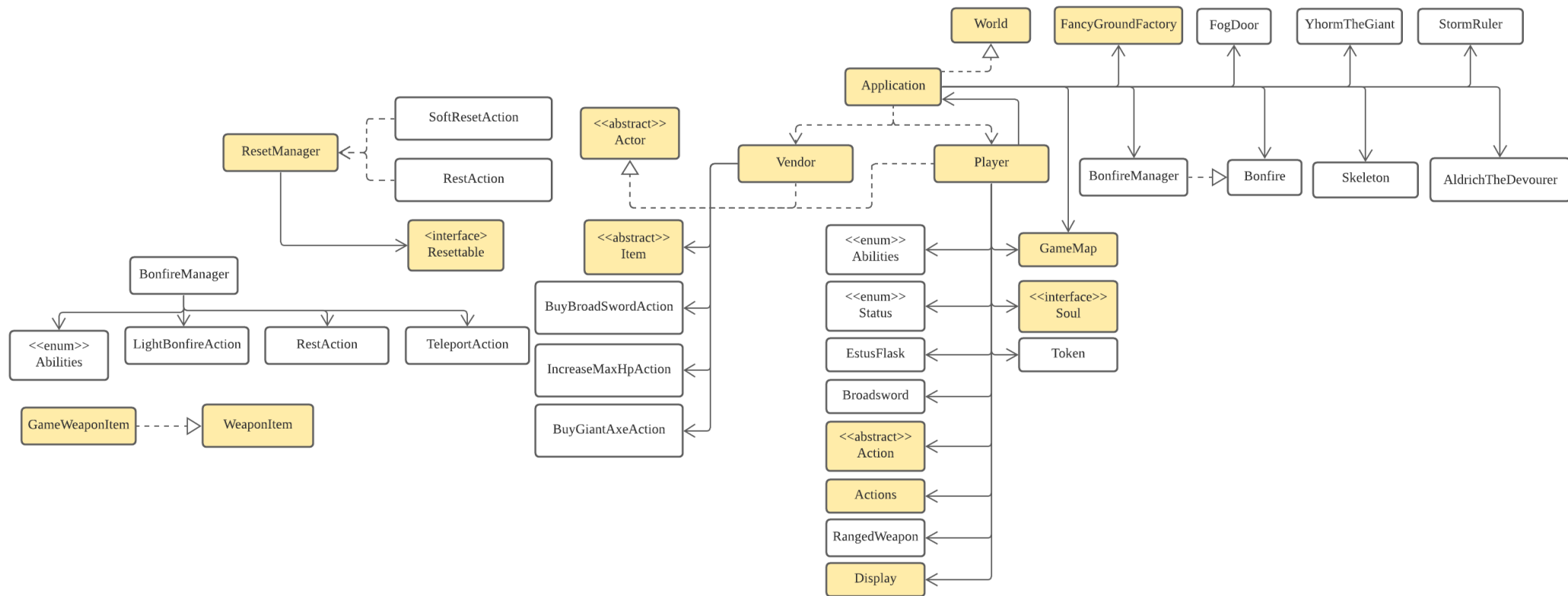White = New Classes

Weapons Package Class UML Diagram

Yellow = Existing Classes
White = New Classes