

Valley and cemetery relate to the souls class because it will need to create a "token of souls" on death of the player on the spot where they had died. Each specific weapon class inherits the broader class of that weapon type such as axe and sword. Axe and sword then inherit from the item class as they are items that the player can equip or the vendor can sell. Estus flasks are also inheriting items but also have an association with the player as the player is able to hold up to 3 estus flasks. Player also has a relation to the item class as the player can have any of the items but will always have a counter towards estus flasks. Bonfire associates with resetmanager and resettable because the player is able to reset at the bonfire, this will reset player health, enemy health and estus flasks therefore resettables will also associate with player, enemies and estus flask. Skeleton and Yhorm inherit the enemy class because they are enemies to the player. The vendor inherits souls interface since it uses souls as a currency, it will also associate with the weapons as it will sell them for souls. Lastly the vendor also associates with the player as it is possible to increase player stats from the vendor for souls