Sequence Diagram of the method (DrawBattle())

Game	Player	List<Skill>	Skill	Inventory	Item	Monster

DrawBattle()

Initiliase Battle Sequence

Initialise Player Graphic in BattleScene

Initialise Monster Graphic in BattleScene

The Combat/Fight Loop Starts (including initialisation of the UI)

loop [while Player(Alive)==true && Monster(Alive)==true&& Escape==false]

Select Action & Control Battle Sequence

alt

[Attack]

Instruct Player To Attack (Normal)

Attack Monster (Nomal) & Change the output graphic(Attack)

Action Chosen And Change Back to Normal Graphic (idle)

[Skill]

Instruct Player To Choose Skill

loop for each skill

Get List<Skill>

List<Skill>

Display All Available Skills

alt

[AttackSkill]

Choose One Skill

Use Attack Skill And Change the Graphic (Attack Skill)

[StatusSkill]

Use Status Skill And Change the Graphic (Status Skill)

[AttackStatusSkill]

Use AttackStatus Skill And Change the Graphic (AttackStatus Skill)

Chosen Skill

Action Chosen And Change Back to Normal Graphic (idle)

[Item]

Instruct Player To Choose Item

loop for each item

Get List<Item> From Inventory

List<Item>

Display All Available Item in the inventory

Choose One Item

Item Used

Chosen Item

Action Chosen

[Escape]

Instruct Player To Escape

CalculateTheEscapeRate

Action Chosen

Alive Boolean(Monster)

Alive Boolean (Player)

The Combat/Fight Loop Ends

alt

[Player(Alive)==true]

Grant Exp

Granted Exp

Drop Random Item Display Victory Scene (GameState=Victory)

[Monster(Alive)==true]

Display GameOver Scene (GameState=GameOver)

[Escape==true]

Display Escape Scene