Sequence Diagram: Sending player back to Earth when oxygen tank points are reduced

Sequence Disgram: Sending player back to Earth when oxygen is all used up

PlayerStunnable | **: Skills** | **: OxygenTank** | **: Actions**

alt

[this.hasSkill(MapPlayerAtMoon]

hasSkill

hasSkill

hasSkill

for

[item in inventory]

getInventory

alt

getInventory   [item instanceOf OxygenTank]

decreasePoints

alt

getInventory   [OxygenTank 's point == 0]

getPoints

points

<<create>>

: Location

rocketLocation

<<create>>

: Rocket

rocket

getInventory

removeItemFromInventory

<<creates>>

: GoToEarth

return earth action

add

true