This sequence diagram is specific to the scenario where the ForestWatcher control the weather and the forest enemies : ForestWatcher : ForestWatcher display: Display weatherControllable: WeatherControllable weatherControllable: WeatherControllable playTurn(actions, lastAction, map, display) opt / switchWeather(display) [Third turn] println(rainy message) Alternative println(sunny message) [sunny] [rainy] controlEnemy(display) Loop/ updateWeatherMode(weather, display) [for each WeatherControllable Entity] Loop [for each behaviour] getAction(actor, map) action: Action Alternative [valid action found] action: Action [valid action not found] action: DoNothingAction