: ForestWatcher   **: ForestWatcher**   **display: Display**   **weatherControllable: WeatherControllable**   **weatherControllable: WeatherControllable**

playTurn(actions, lastAction, map, display)

opt [Third turn]

switchWeather(display)

Alternative

println(rainy message)

[sunny]
[rainy]

println(sunny message)

controlEnemy(display)

Loop [for each WeatherControllable Entity]

updateWeatherMode(weather, display)

Loop [for each behaviour]

getAction(actor, map)

action: Action

Alternative

[valid action found]
action: Action

[valid action not found]
action: DoNothingAction