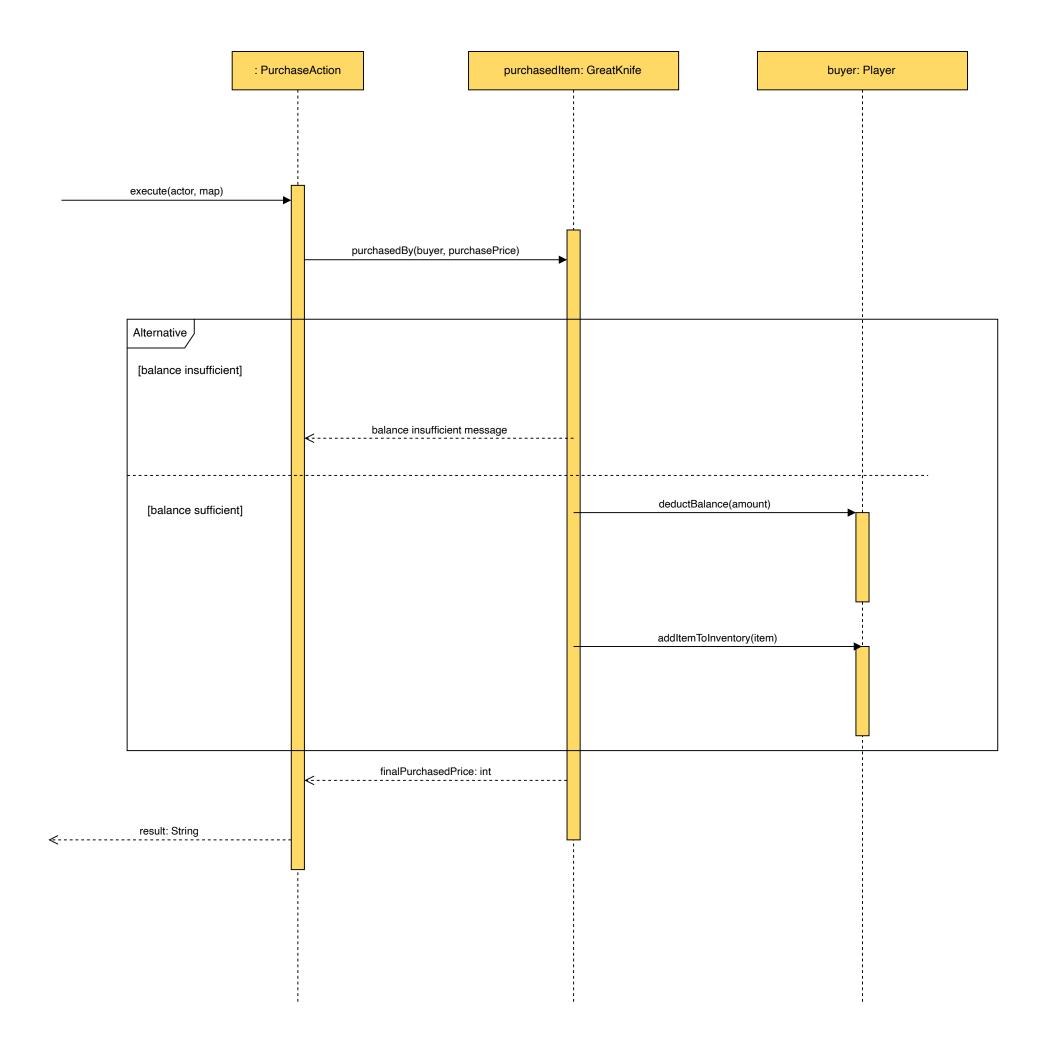
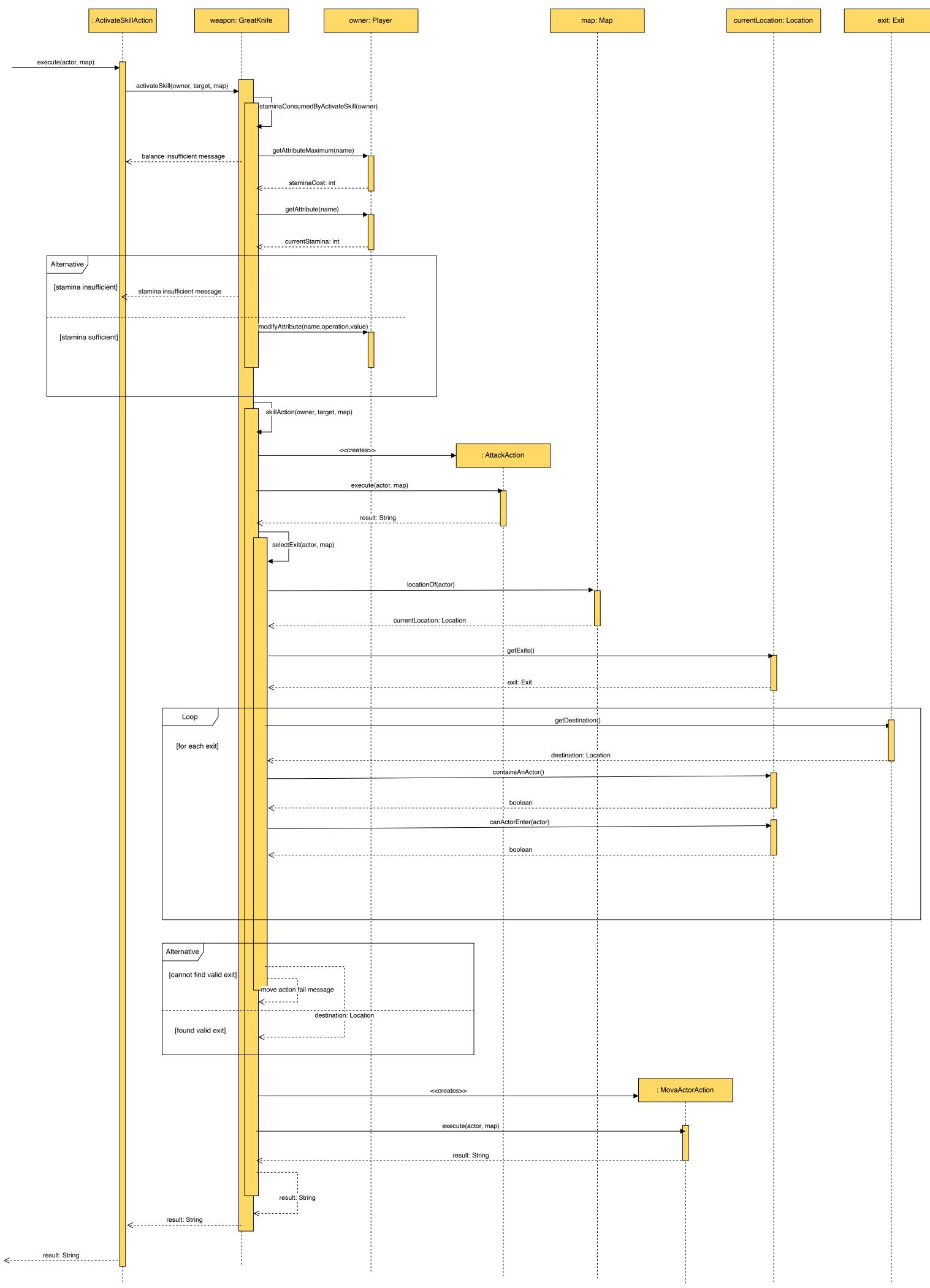
This sequence diagram is specific to the scenario where the player chooses to purchase GreatKnife from Traveller





This sequence diagram is specific to the scenario where the player chooses to activates the GreatKnife special skill to RedWolf currentLocation: :ActivateSkillAction weapon: GiantKnife owner: Player map: Map exit: Exit : Actor Location execute(actor, map) activateSkill(owner, target, map) staminaConsumedByActivateSkill(owner) get Attribute Maximum (name)balance insufficient message staminaCost: int getAttribute(name) currentStamina: int Alternative [stamina insufficient] stamina insufficient message modifyAttribute(name,operation,value) [stamina sufficient] skillAction(owner, target, map) <<creates>> : AttackAction execute(actor, map) result: String updateDamageMultiplier(float) locationOf(actor) currentLocation: Location getExits() exit: Exit Loop getDestination() [for each exit] getActor() actor: Actor hasCapability(capability) boolean opt [if Exit's actor is an enemy] <<creates>> : AttackAction execute(actor, map) result: String <<creates>> : AttackAction execute(actor, map) result: String _updateDamageMultiplier(float) result: String