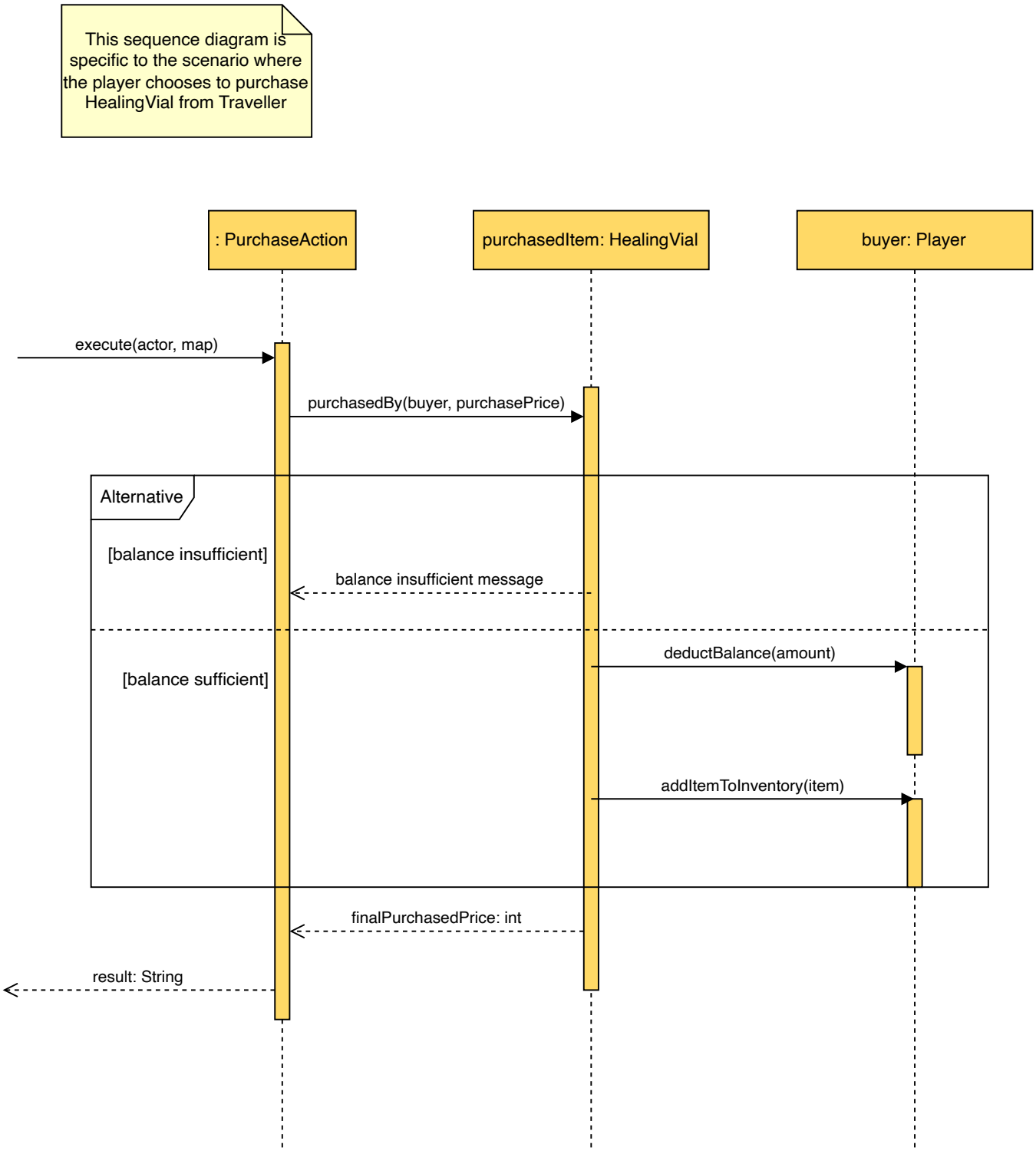
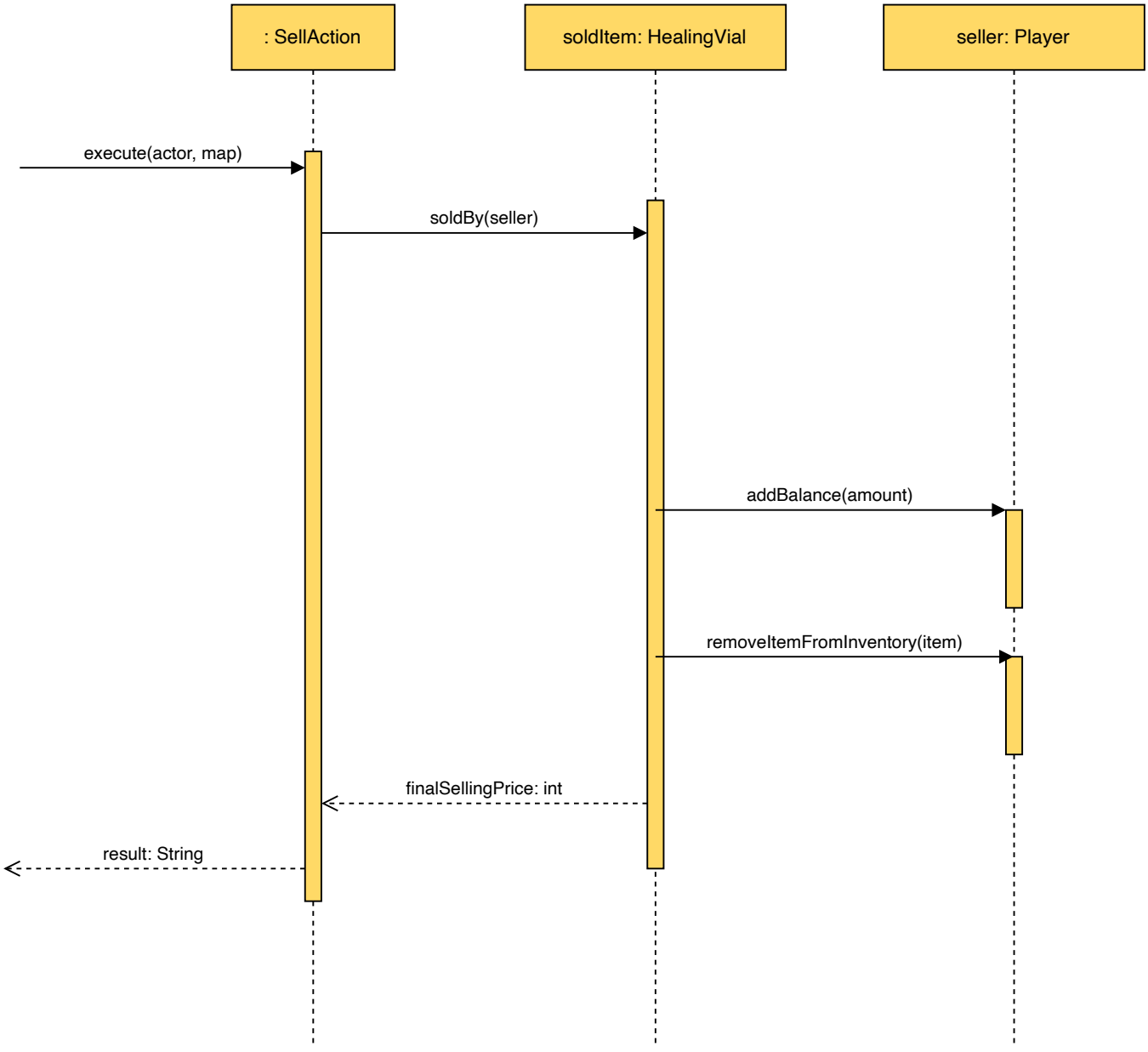
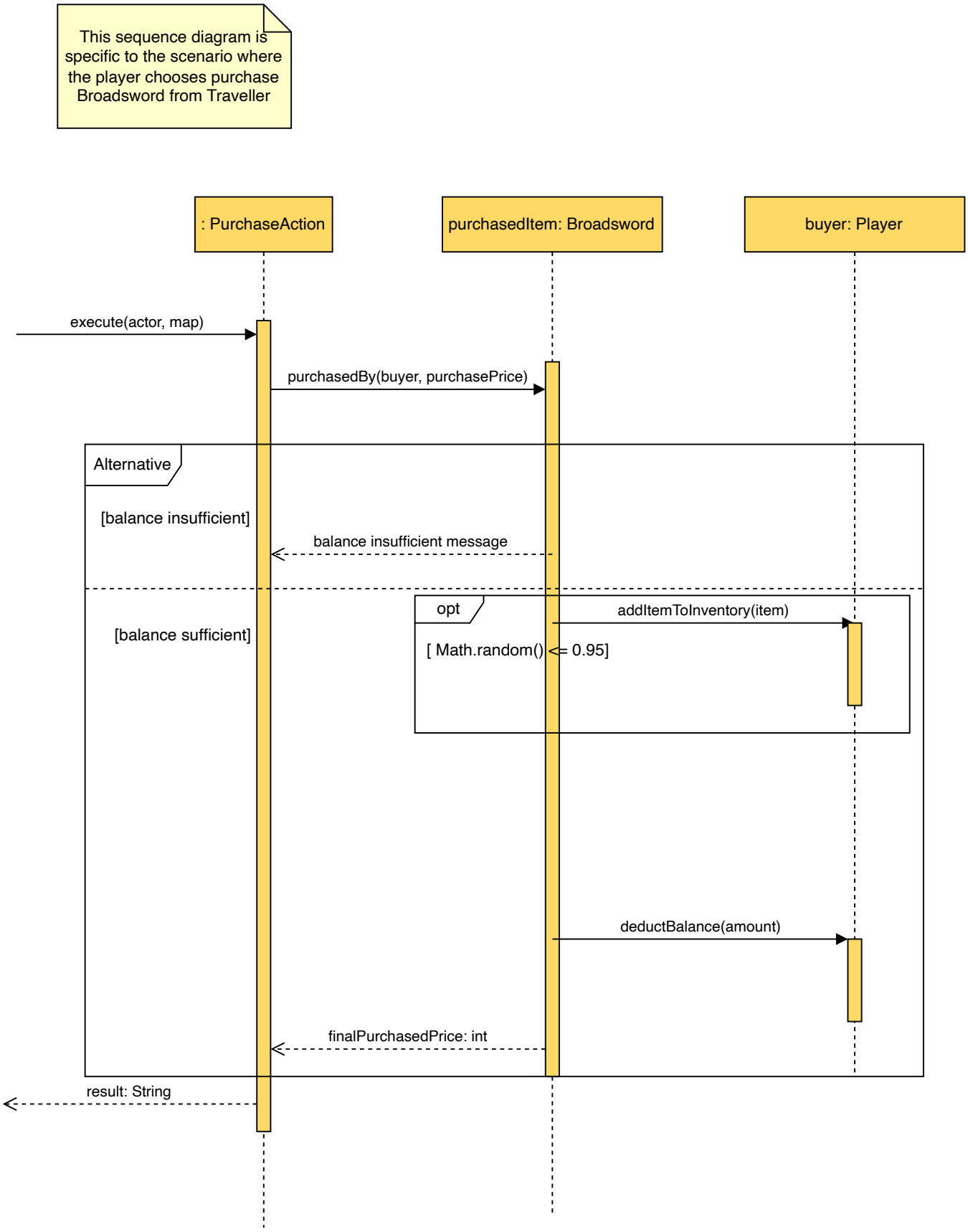
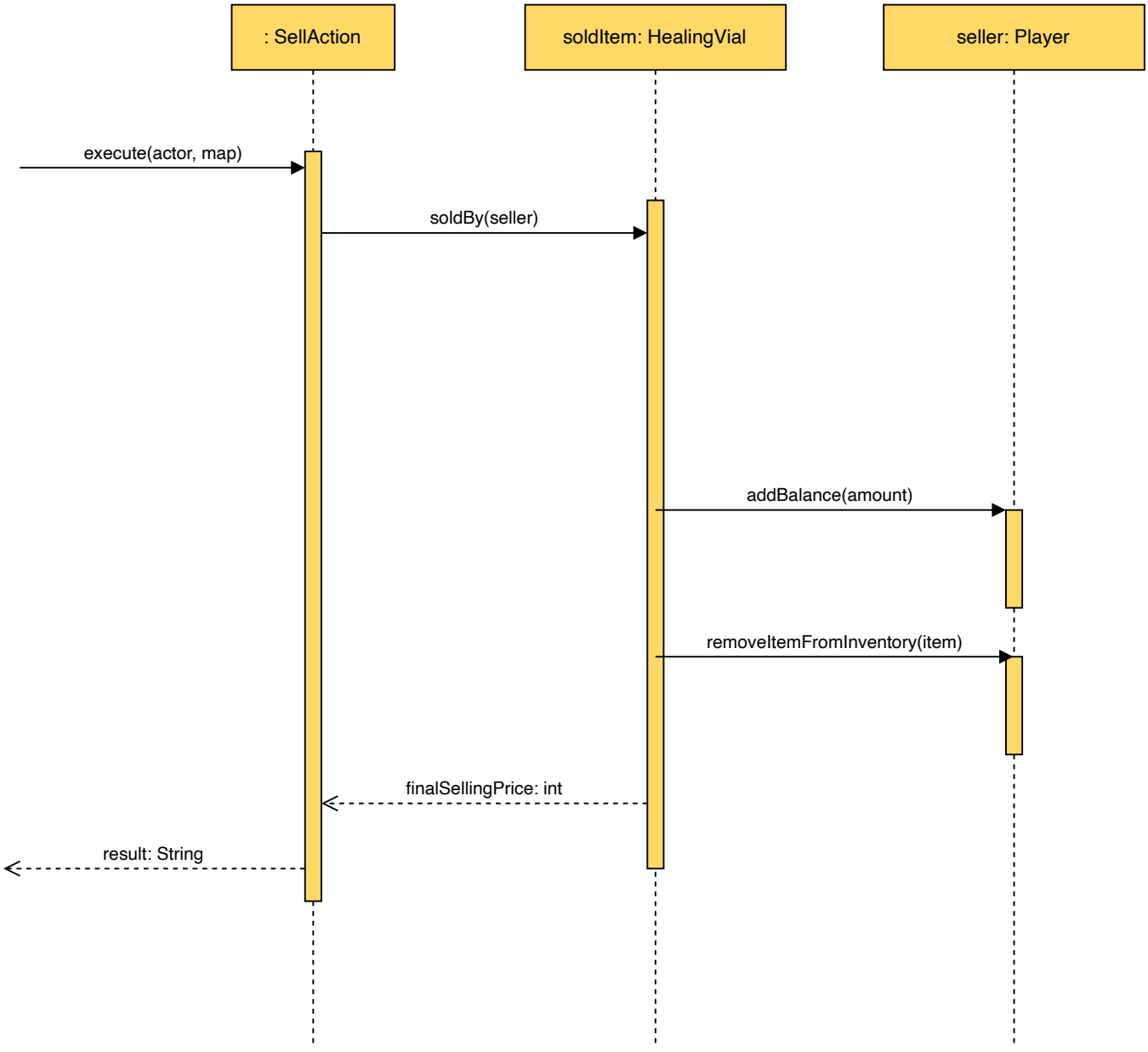

This sequence diagram is specific to the scenario where the player chooses to purchase HealingVial from Traveller
: PurchaseAction
purchasedItem: HealingVial
buyer: Player
execute(actor, map)
purchasedBy(buyer, purchasePrice)
Alternative
[balance insufficient]
balance insufficient message
[balance sufficient]
deductBalance(amount)
addItemToInventory(item)
finalPurchasedPrice: int
result: String

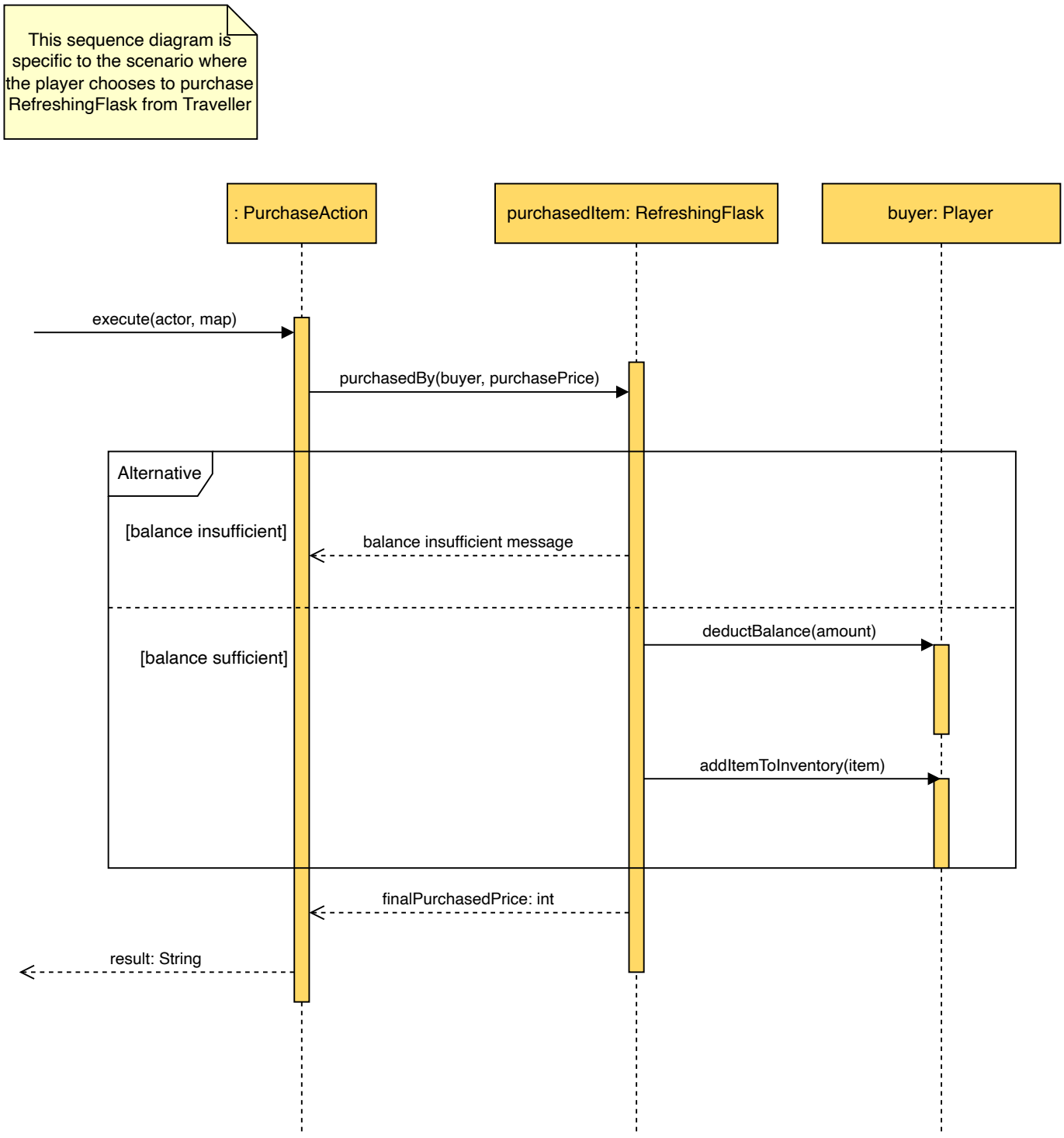
This sequence diagram is specific to the scenario where the player chooses to sell HealingVial

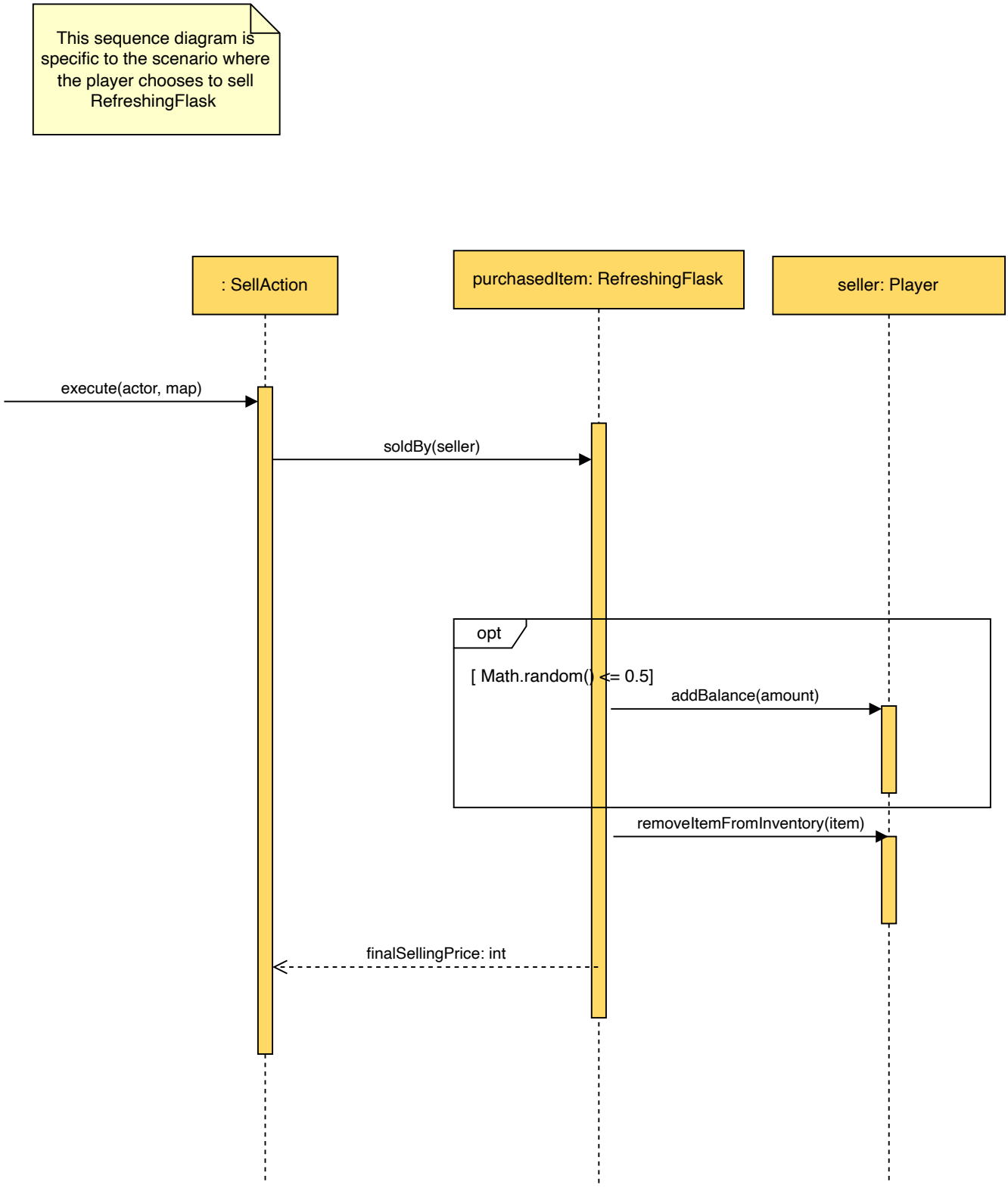
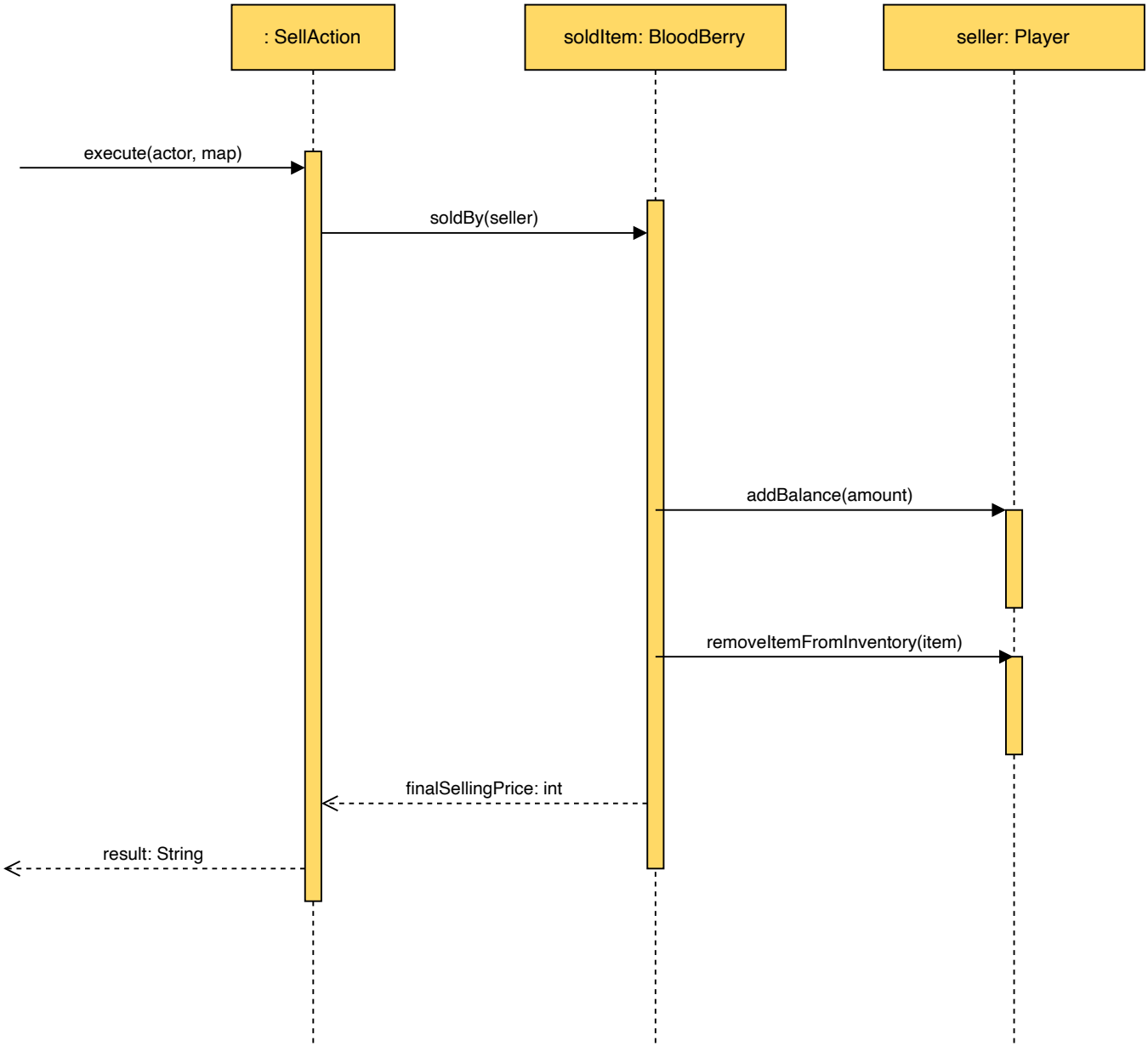



This sequence diagram is specific to the scenario where the player chooses purchase Broadsword from Traveller
: PurchaseAction
purchasedItem: Broadsword
buyer: Player
execute(actor, map)
purchasedBy(buyer, purchasePrice)
Alternative
[balance insufficient]
balance insufficient message
[balance sufficient]
opt
addItemToInventory(item)
[Math.random() <= 0.95]
deductBalance(amount)
finalPurchasedPrice: int
result: String

This sequence diagram is specific to the scenario where the player chooses to sell broadsword




This sequence diagram is specific to the scenario where the player chooses to purchase RefreshingFlask from Traveller
: PurchaseAction
purchasedItem: RefreshingFlask
buyer: Player
execute(actor, map)
purchasedBy(buyer, purchasePrice)
Alternative
[balance insufficient]
balance insufficient message
[balance sufficient]
deductBalance(amount)
addItemToInventory(item)
finalPurchasedPrice: int
result: String


This sequence diagram is specific to the scenario where the player chooses to sell RefreshingFlask
: SellAction
purchasedItem: RefreshingFlask
seller: Player
execute(actor, map)
soldBy(seller)
opt
[Math.random() <= 0.5]
addBalance(amount)
removeItemFromInventory(item)
finalSellingPrice: int

This sequence diagram is specific to the scenario where the player chooses to sell BloodBerry