This sequence diagram is specific to the scenario where the player dies due to defeated by another actor

player: Player | **: ResetManager** | **location: Location** | **: GameMap**

unconscious(actor,map)

reset(location)

opt

[if runesDropped is not null]

getInstance()

ResetManager

registerResetNotifiable(resetNotifiable)

getBalance()

balance: Int

<<create>>

runesDropped: Runes

addItem(item)

getBalance()

balance: Int

deductBalance(amount)

map()

map: GameMap

removeActor(actor)

getInstance()

ResetManager

run()

getAttributeMaximum(name)

maximum: Int

heal(points)

getAttributeMaximum(name)

maximum: Int

modifyAttribute(name, operation, value)

addActor(actor)

DiedMessage: String