This sequence diagram is specific to the scenario where the Traveller has a list of monologue options for the player depending on its status

actor: Traveller

monologueOptions

addMonologueOptions(listener)

clear()

add(option)

add(option)

add(option)

add(option)

add(option)

add(option)

opt
[listener.hasCapability(Ability.USE_GIANTHAMMER)]

add(option)

Alternative
[ForestWatcher has not been defeated]

add(option)

[ForestWatcher has been defeated & has the giant hammer]

add(option)