

# Robustness Diagrams v0.3

**ECLIPSE™**

**by**

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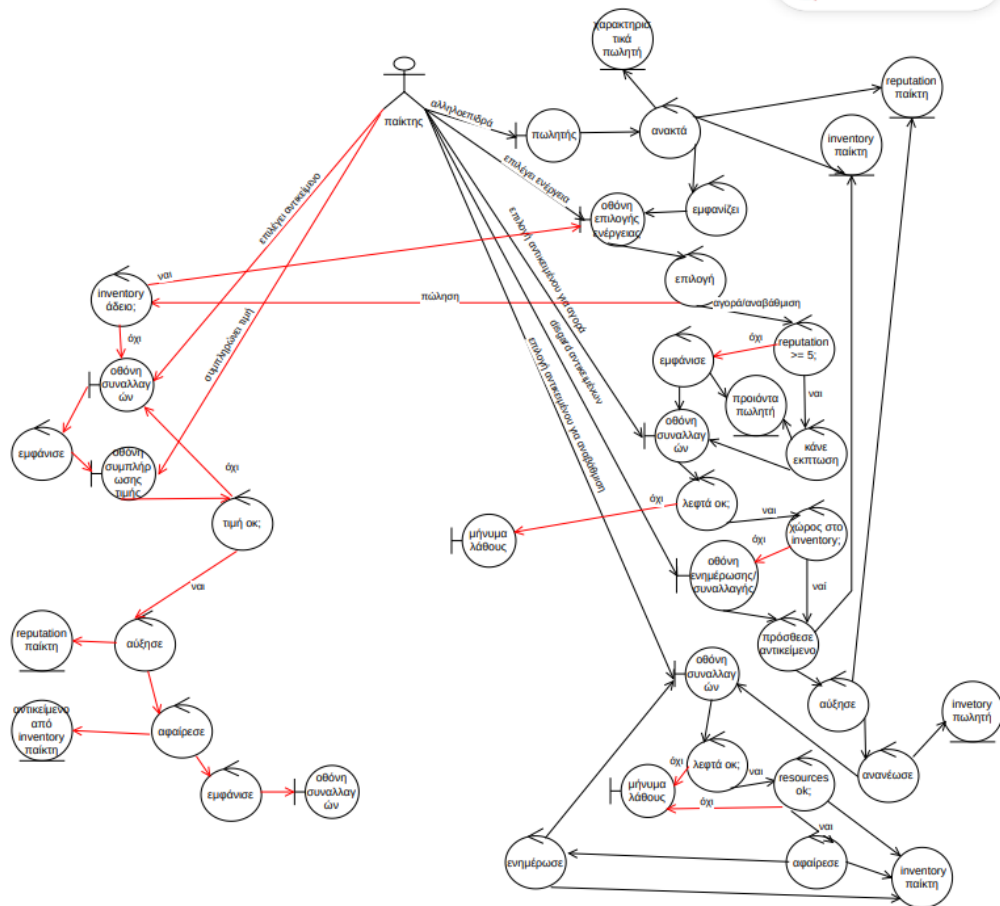
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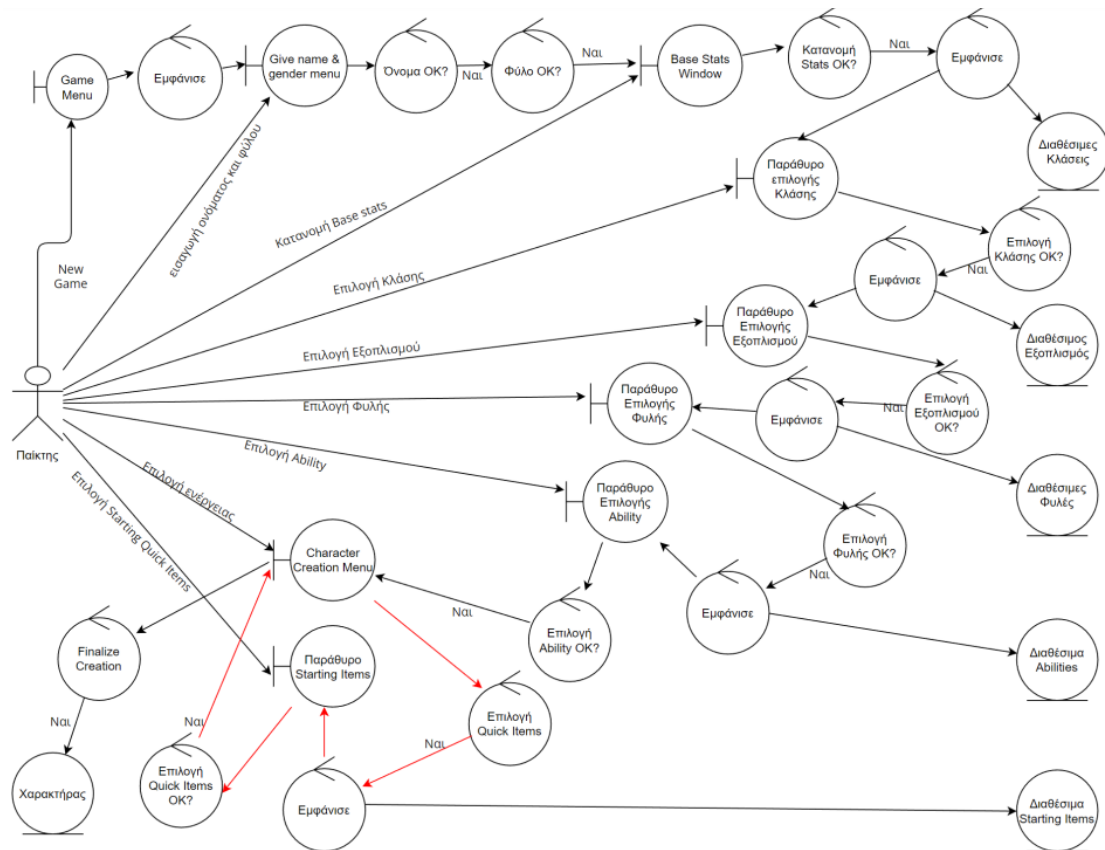
## Shops/Purchases



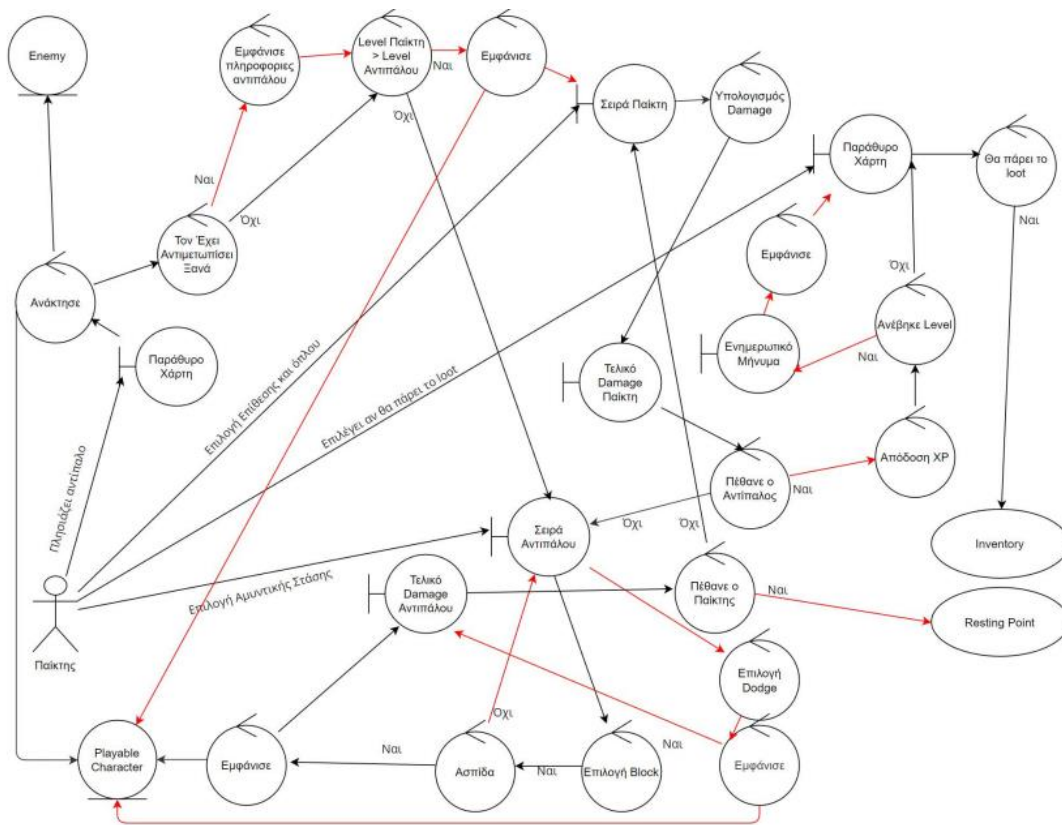
The diagram is a UML state machine for a game system. It starts with a 'Player' state, which leads to a 'checkpoint icon' state. From there, it branches into 'points healing potion player' and 'skill points'. The 'skill points' state leads to 'ανανέωσις' (refresh), which then leads to 'έχει αρκετά skillpoints' (has enough skill points). This state branches into 'παράθυρο επιλογής' (selection window) and 'εμφάνιση' (display). The 'παράθυρο επιλογής' state leads to 'μεταβαίνει' (transitions), which then leads to 'έλεγχος' (control) and 'κλήση χαρακτηρισμού παίκτη' (call player characteristics). The 'έλεγχος' state leads to 'εμφάνιση' (display), which then leads to 'αδύνη skill tree' (skill tree unavailable) and 'είναι διαθέσιμο' (is available). The 'αδύνη skill tree' state leads to 'αδύνη skill' (skill unavailable), which then leads to 'επιβεβαιώση ή χρήση' (confirmation or use). The 'είναι διαθέσιμο' state leads to 'μετάβαση skill points' (transition skill points), which then leads to 'ανανέωσις' (refresh) and 'stats παίκτη' (player stats). The 'επιβεβαιώση ή χρήση' state leads to 'αδύνη επιλογής ενέργειας' (energy selection unavailable), which then leads to 'skill tree' and 'spell slots modification'. The 'αδύνη επιλογής ενέργειας' state leads to 'αδύνη spells' (spells unavailable), which then leads to 'εμφάνιση' (display) and 'spells παίκτη' (player spells). The 'αδύνη spells' state leads to 'εμφάνιση' (display), which then leads to 'αποθήκευση' (storage) and 'character'. The 'αποθήκευση' state leads to 'character', which then leads to 'αρχική οθόνη' (main screen). The 'spells παίκτη' state leads to 'εμφάνιση' (display), which then leads to 'αποθήκευση' (storage) and 'character'. The 'αποθήκευση' state leads to 'character', which then leads to 'αρχική οθόνη' (main screen). The 'αρχική οθόνη' state leads to 'αδύνη οθόνη (map)' (map unavailable), which then leads to 'αρχική οθόνη' (main screen). The 'αδύνη οθόνη (map)' state leads to 'αρχική οθόνη' (main screen), which then leads to 'αρχική οθόνη' (main screen).



## Character Creation



## Combat



## Inventory



