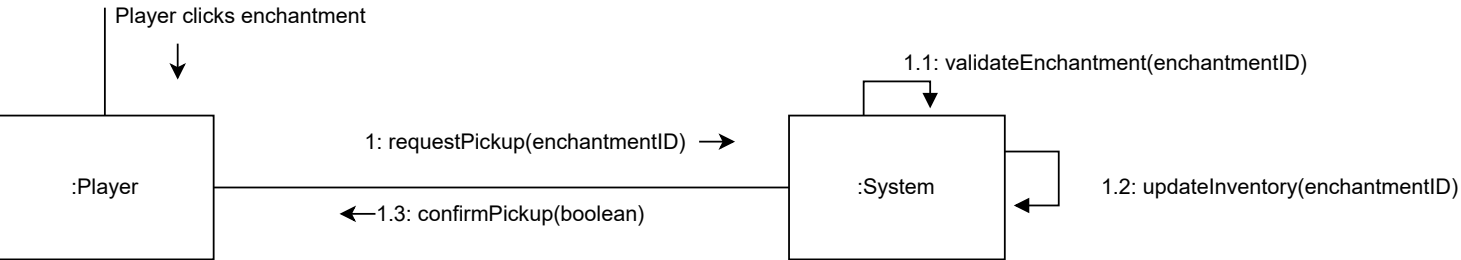


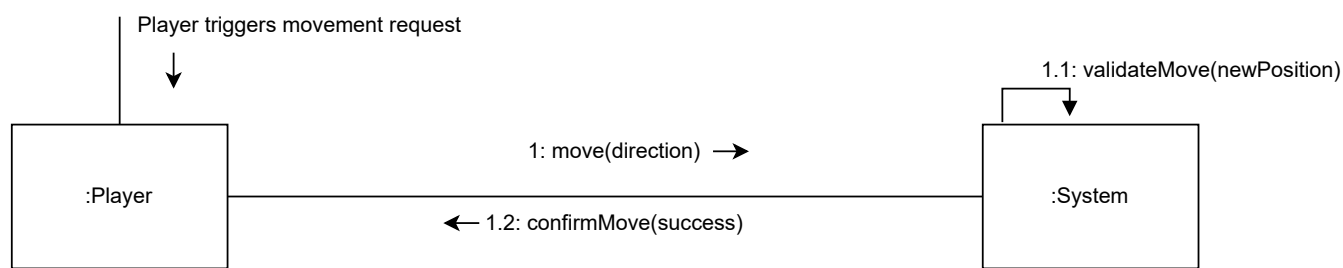
C-Collecting an Enchantment

This diagram illustrates the process of a player collecting an enchantment, where the system validates the action and updates the player's inventory accordingly."



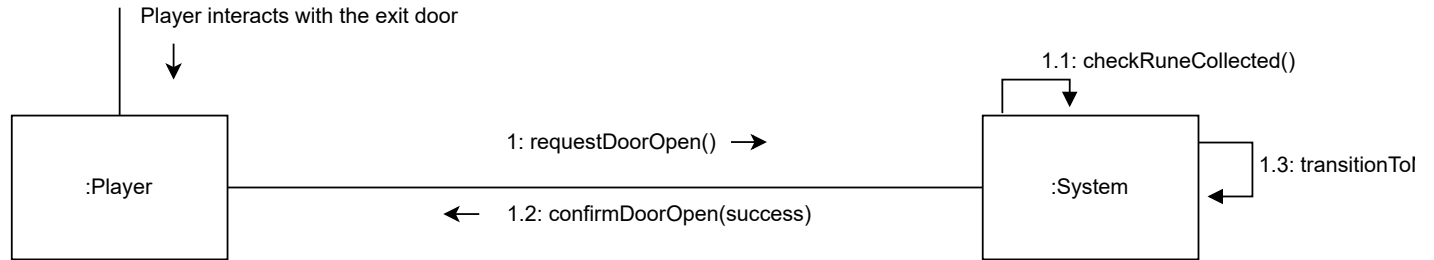
C-Player Movement

This diagram illustrates the process of a player moving within the game grid, validated by the system.



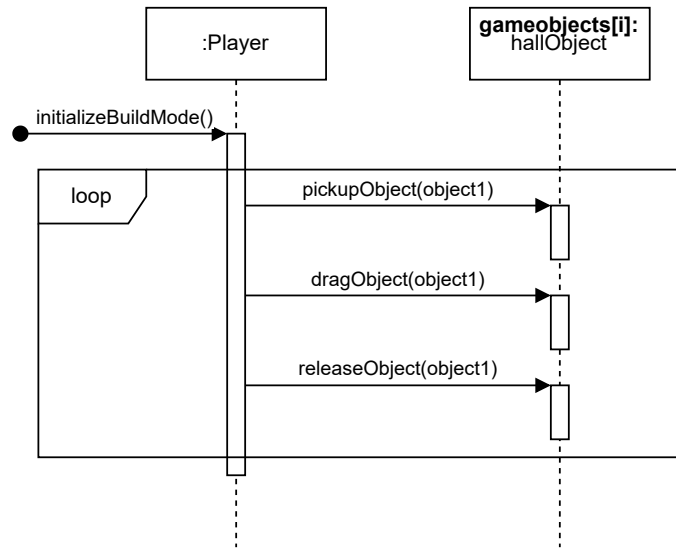
C-Activating a Door to Exit

This diagram illustrates the process of a player activating the door to exit the hall, where the system validates the player's progress and transitions them to the next hall.

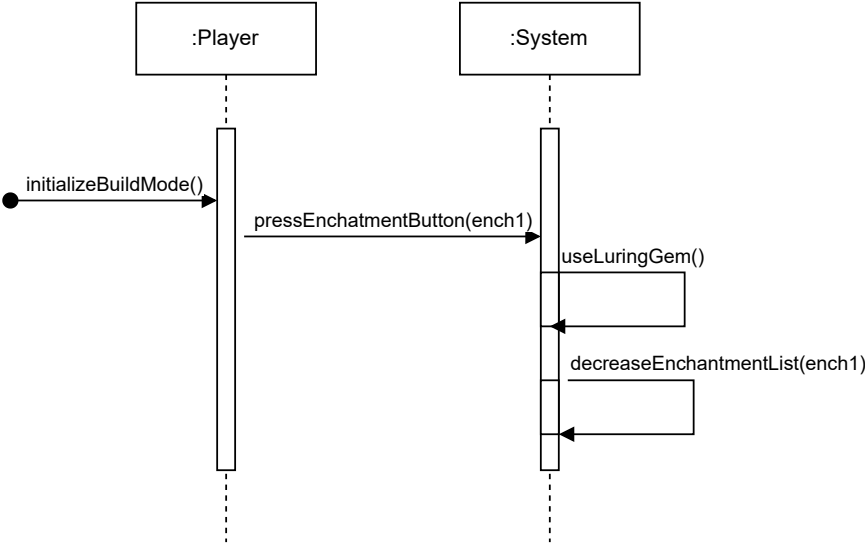


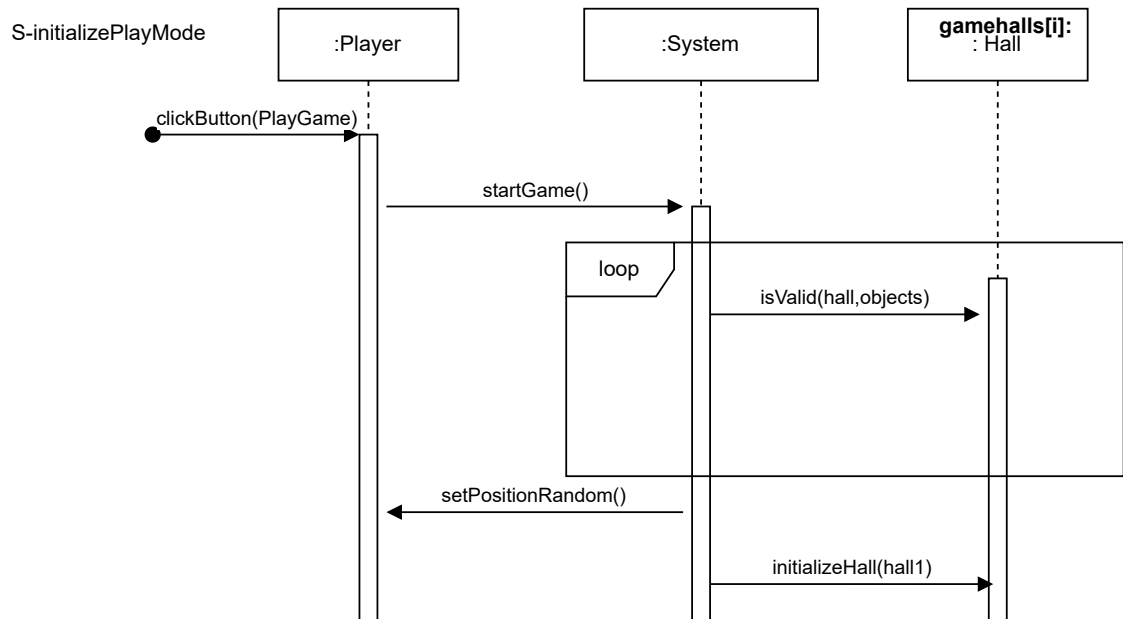
NextHall()

S-player placing objects

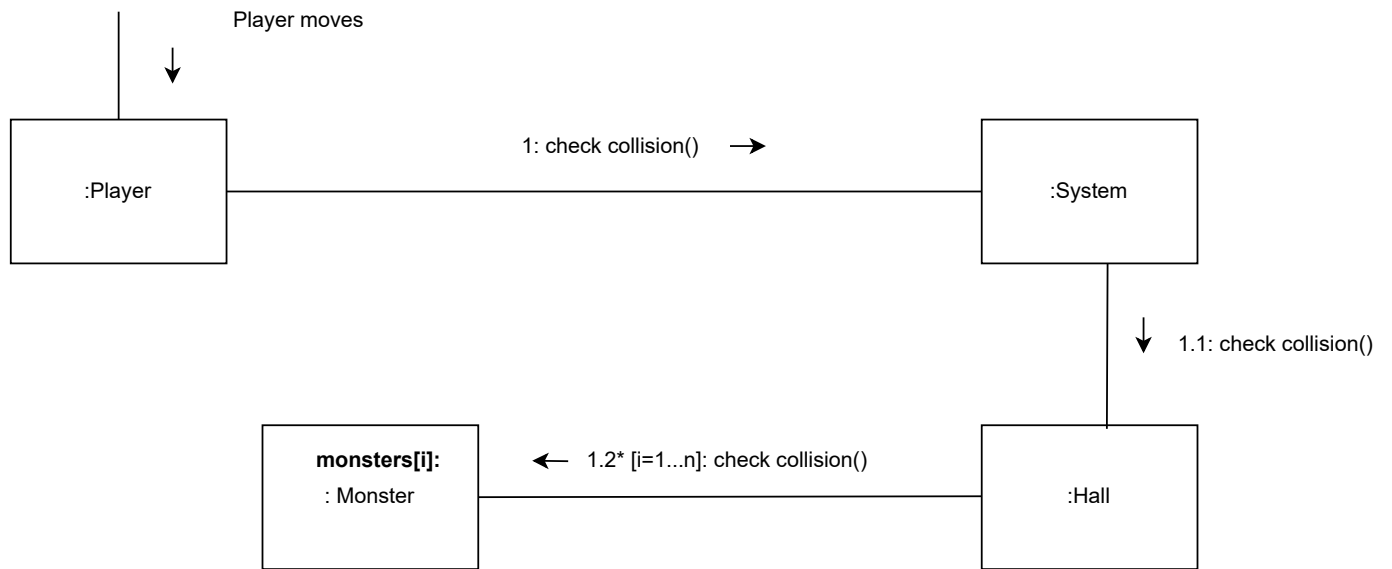


S-use luring gem



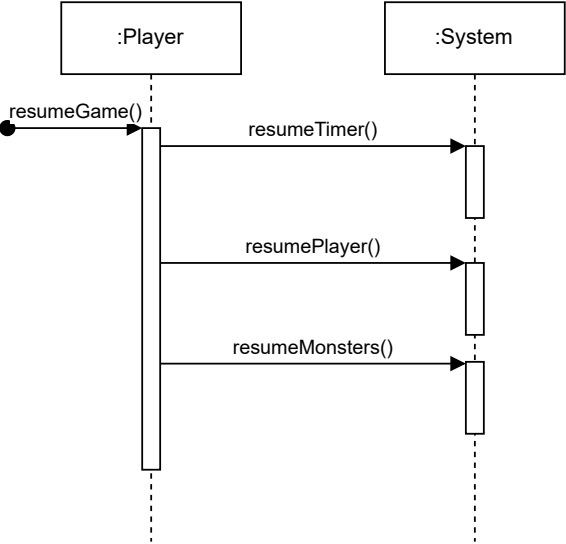


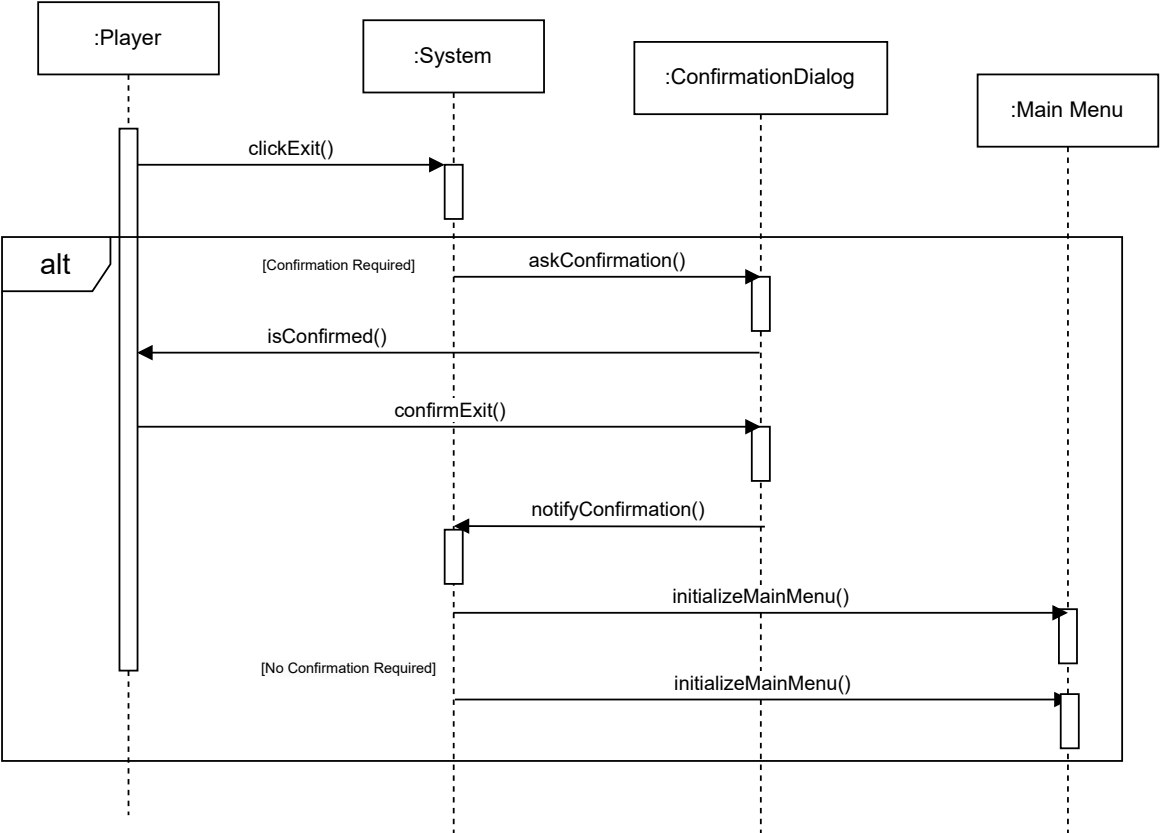
C-playe loses a life

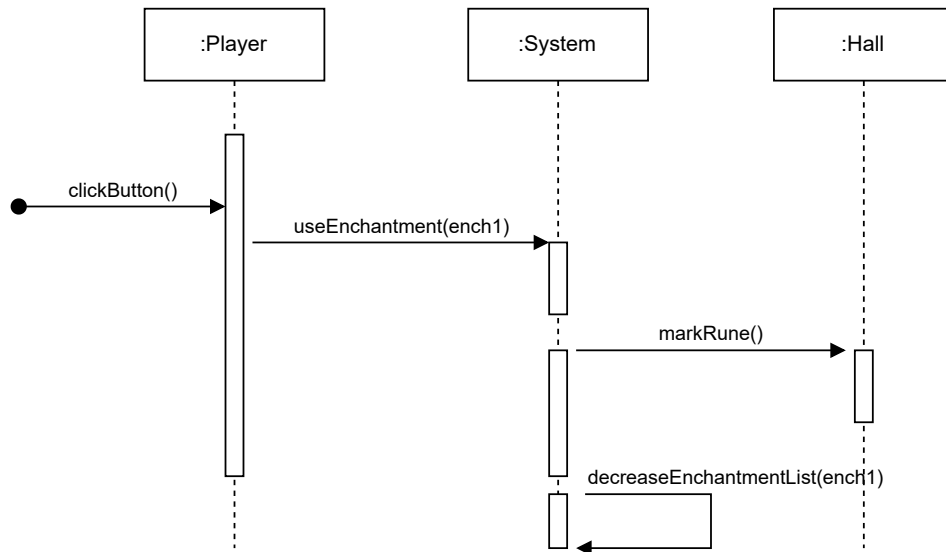


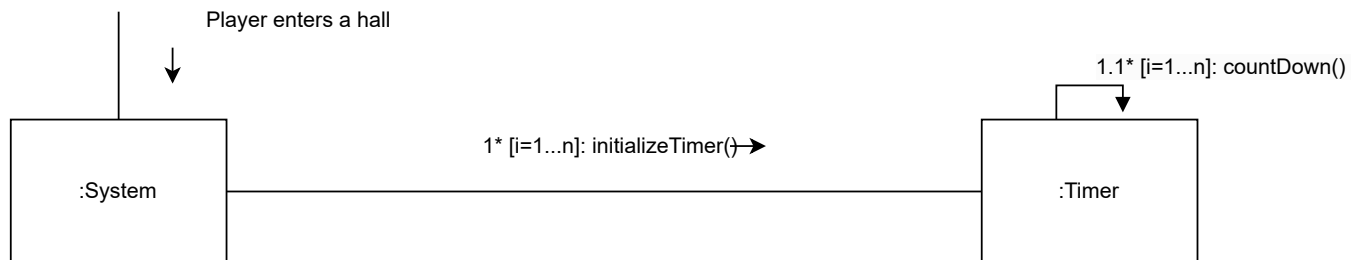
S-pause game

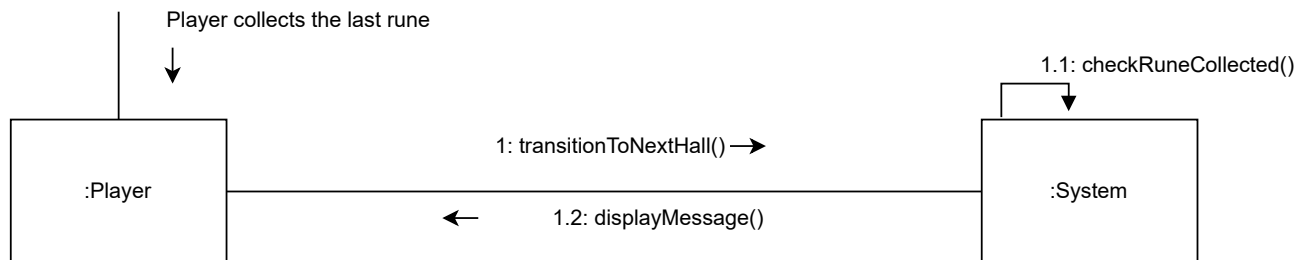
S-resume game





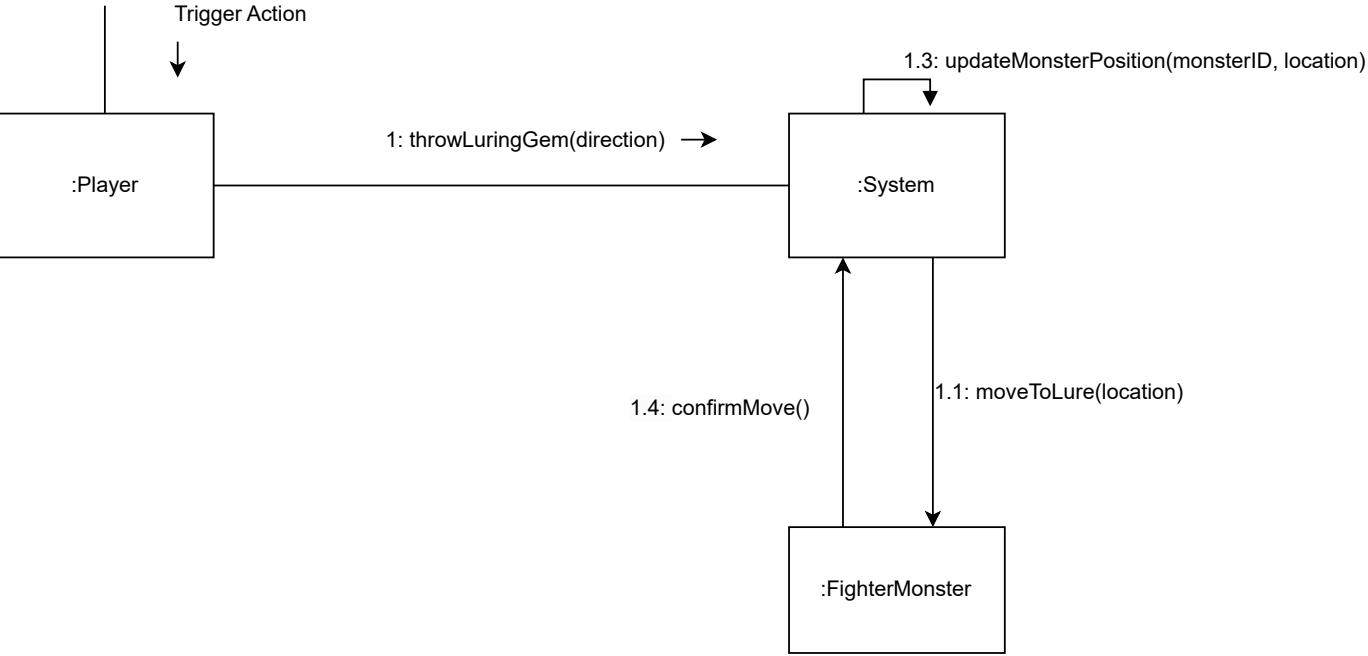




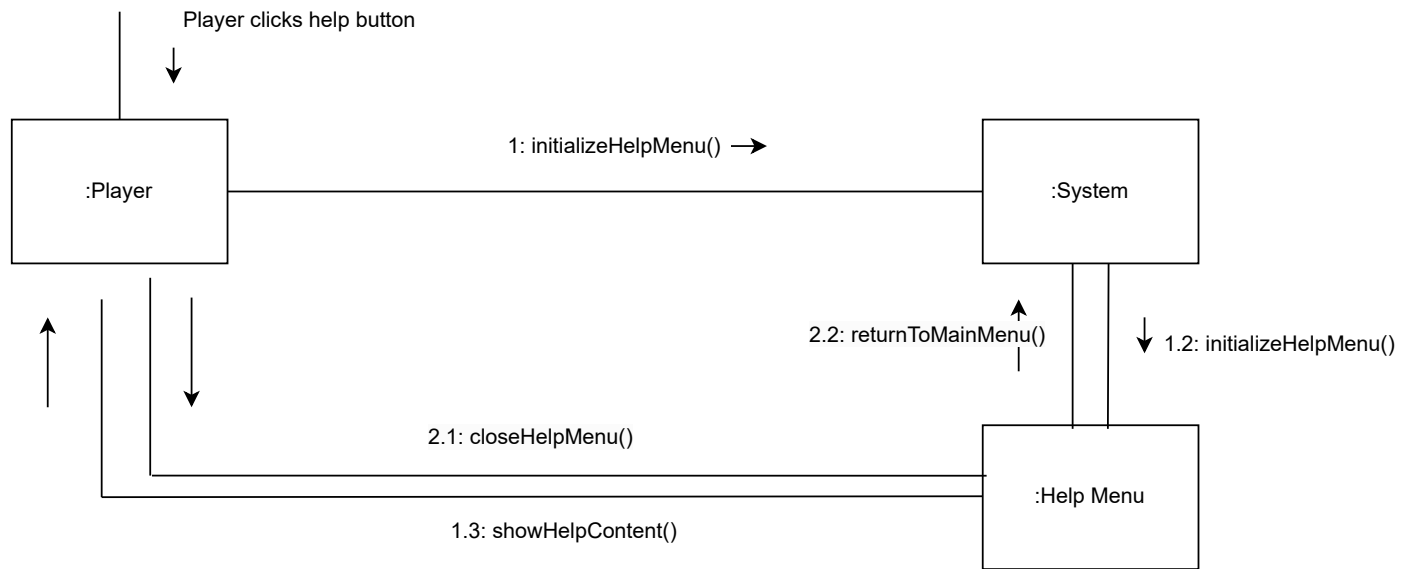


C-Distracting a Fighter Monster
Using a Luring Gem

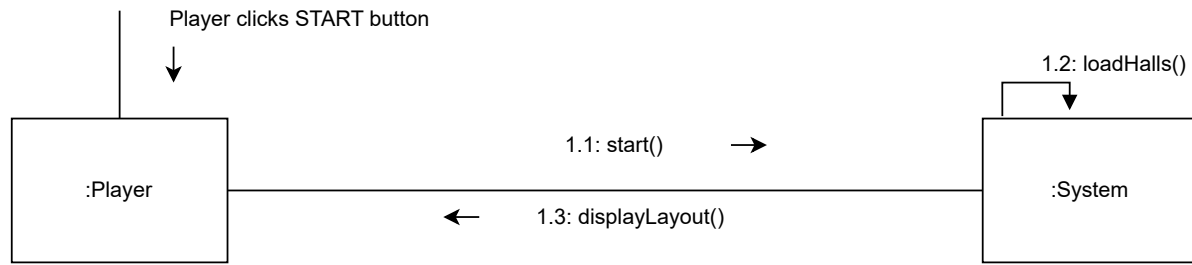
This diagram illustrates how the player distracts a Fighter Monster by throwing a luring gem, causing it to move away from the hero's intended path.



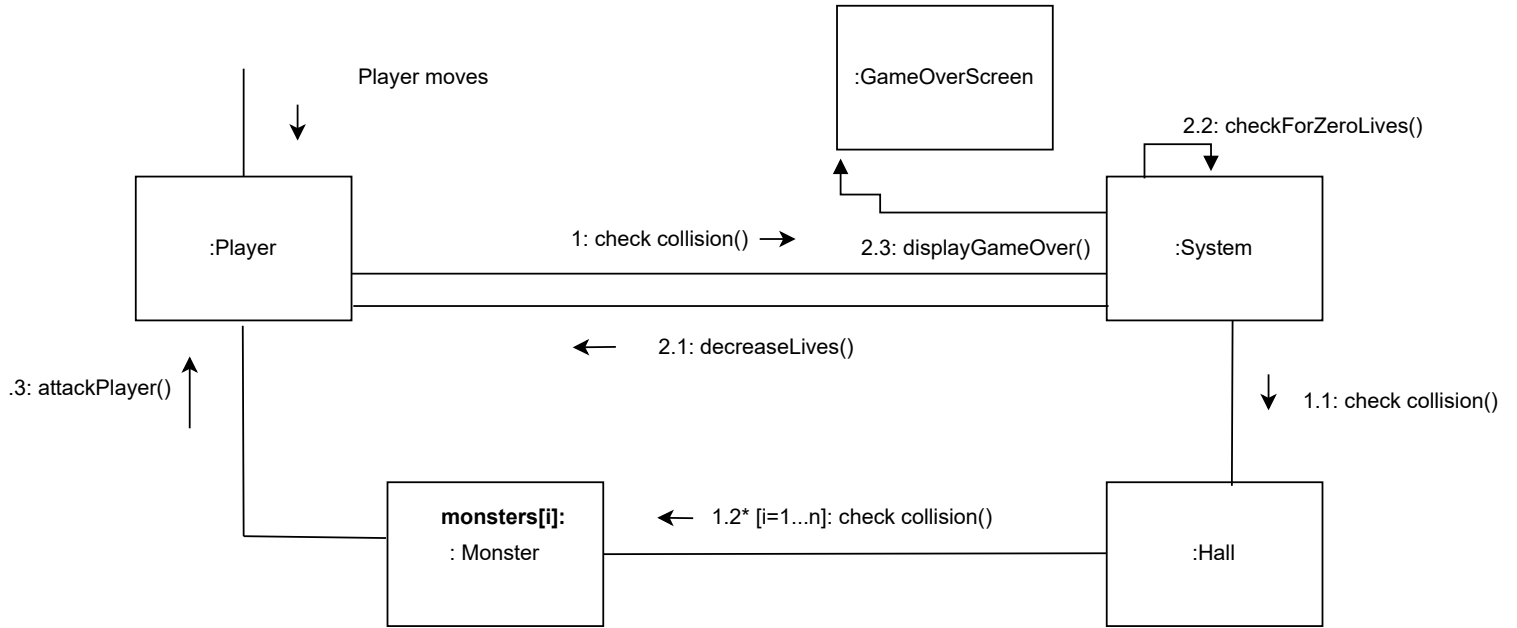
C - initialize help menu



C - Initialize START Menu



C - Losing because of 0
lives

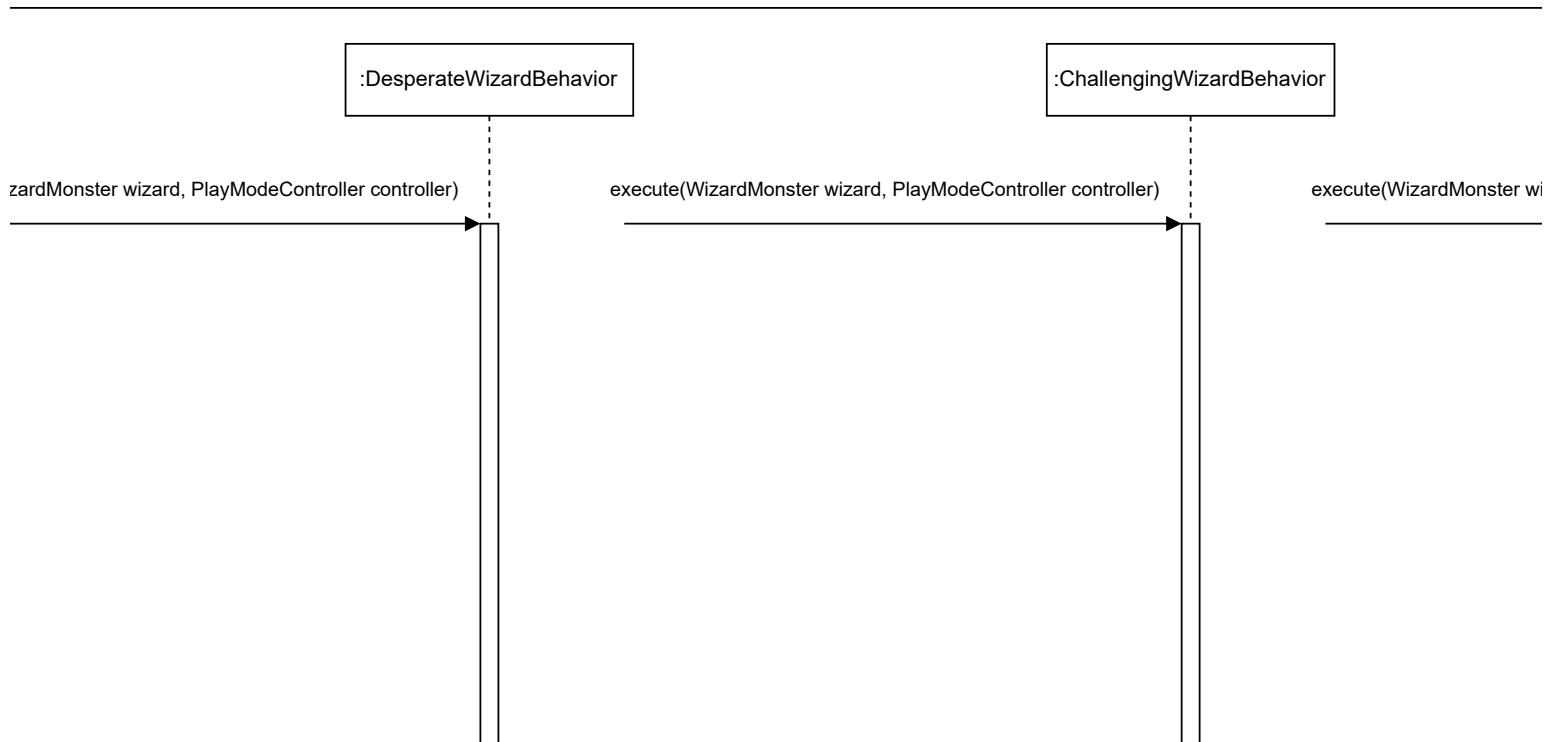
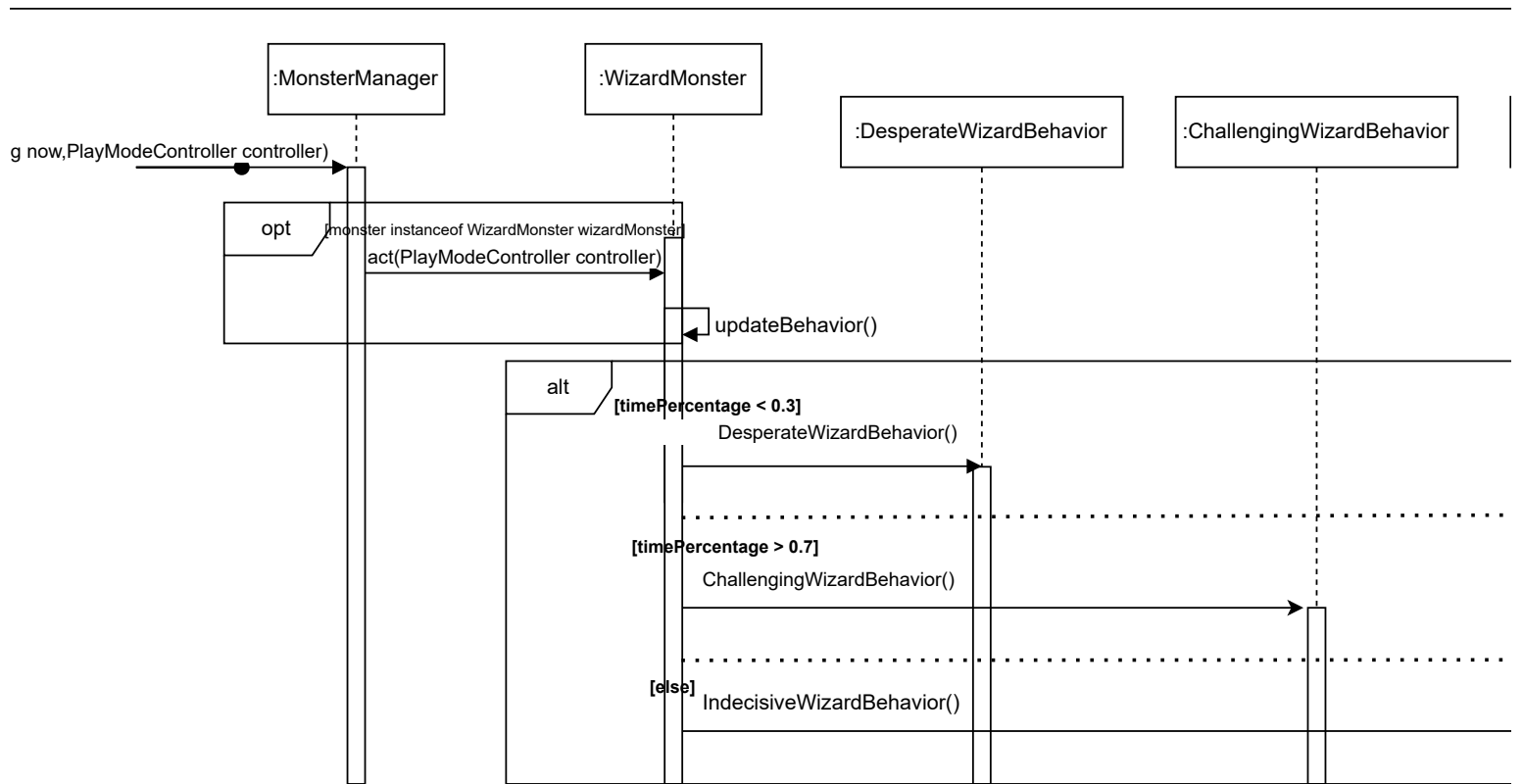


loop

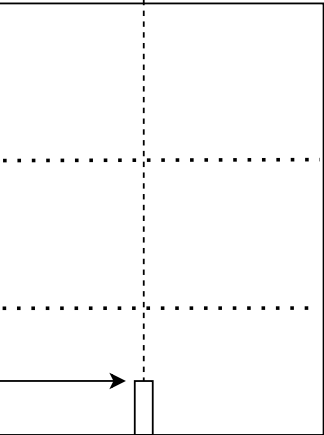
moveAndActAllMonsters(long

S-wizard monster phase 2

execute(Wiz



:IndecisiveWizardBehavior



:IndecisiveWizardBehavior

izard, PlayModeController controller)

