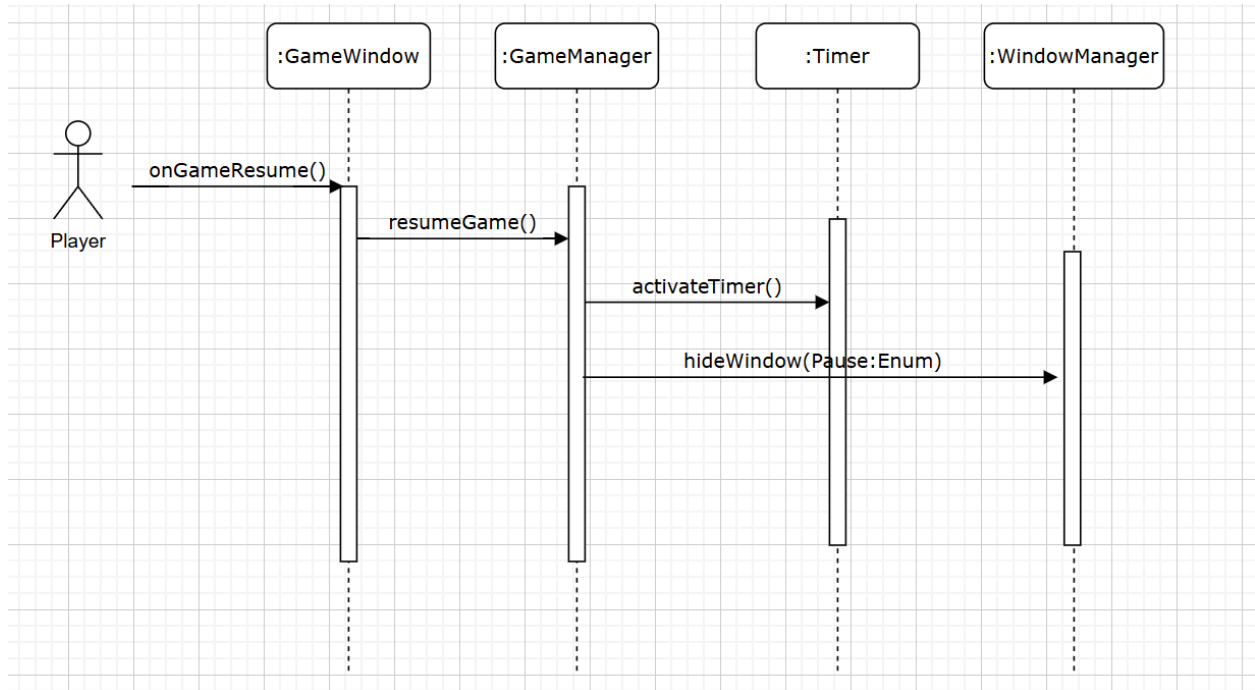
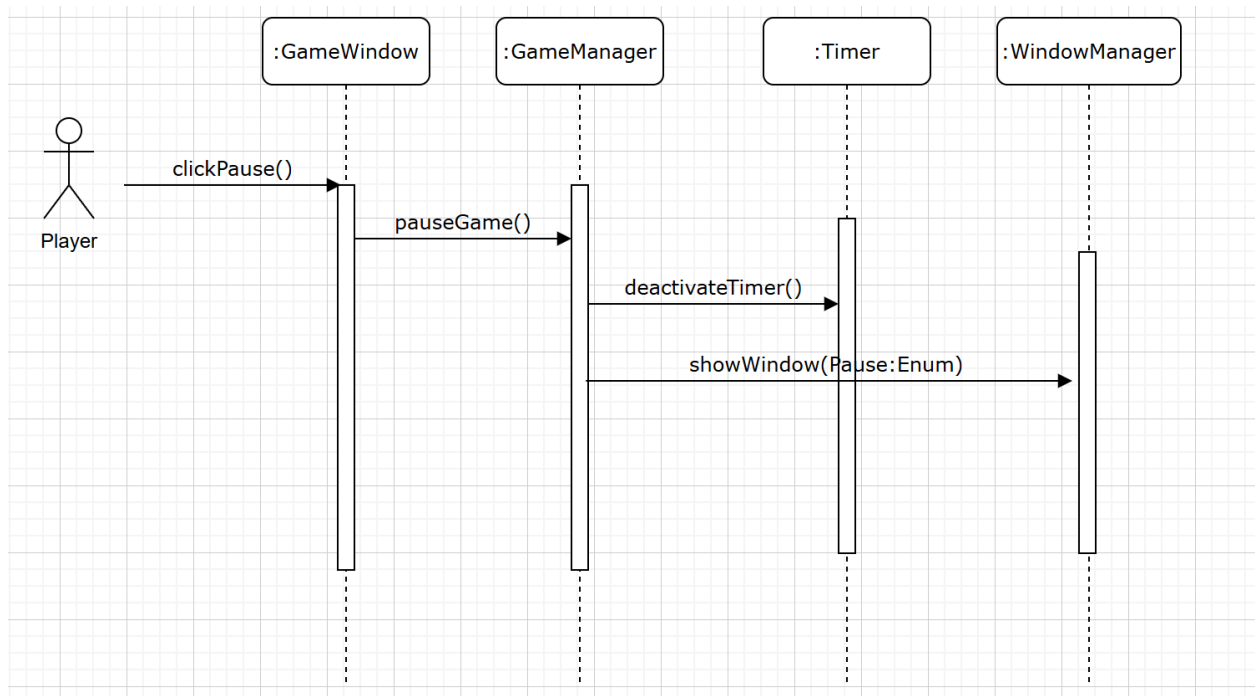


UML Sequence Diagrams

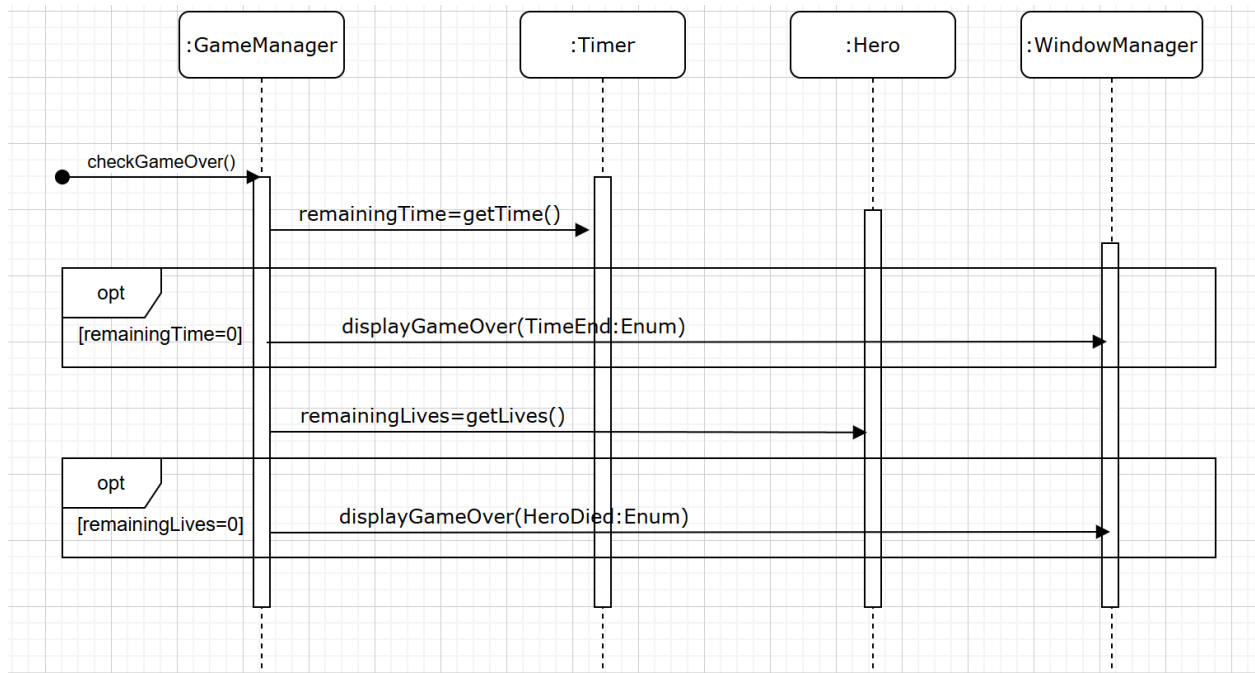
Pause Game:



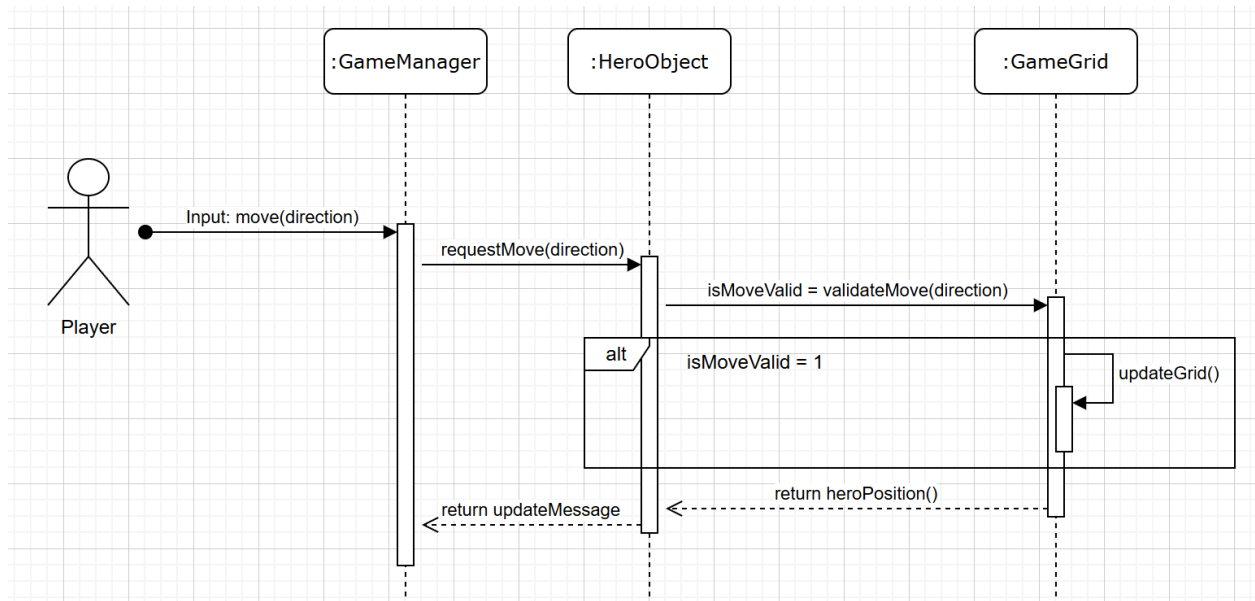
Resume Game:



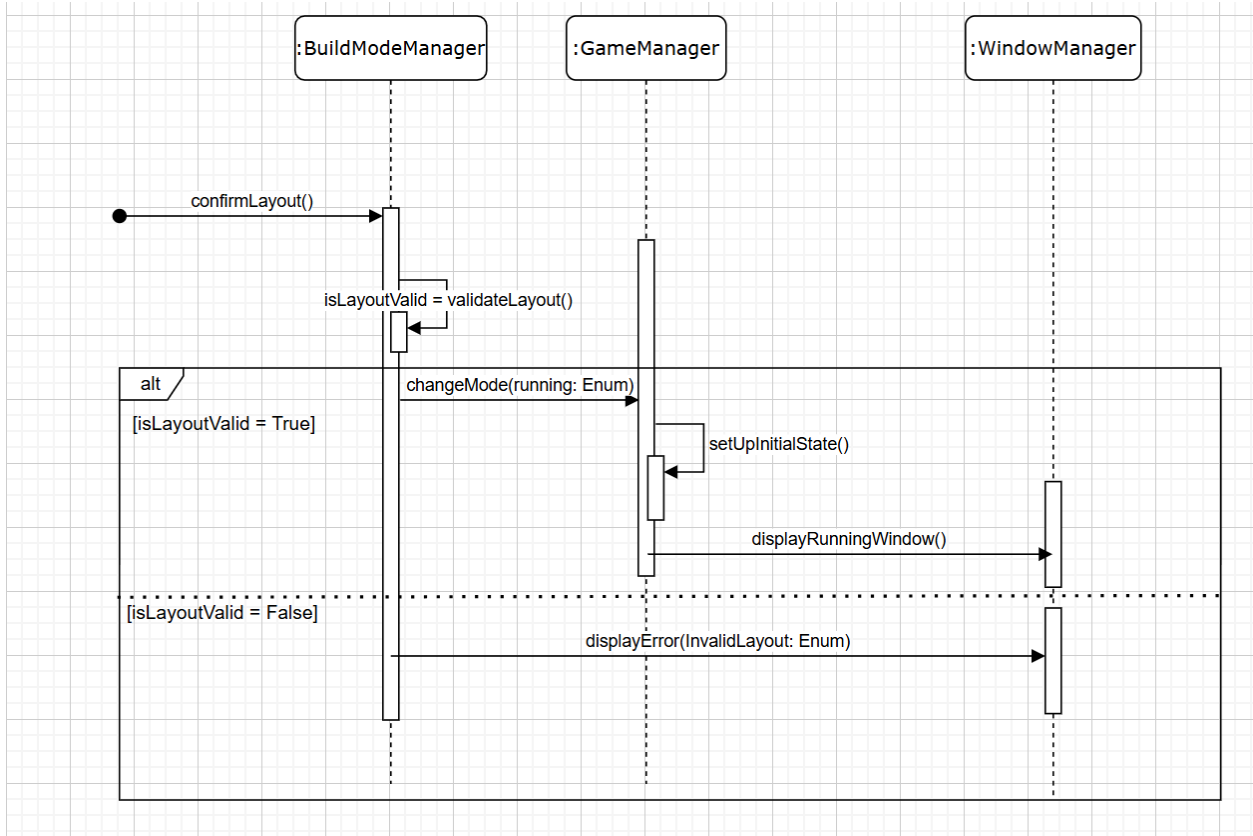
Game Over Sequence:



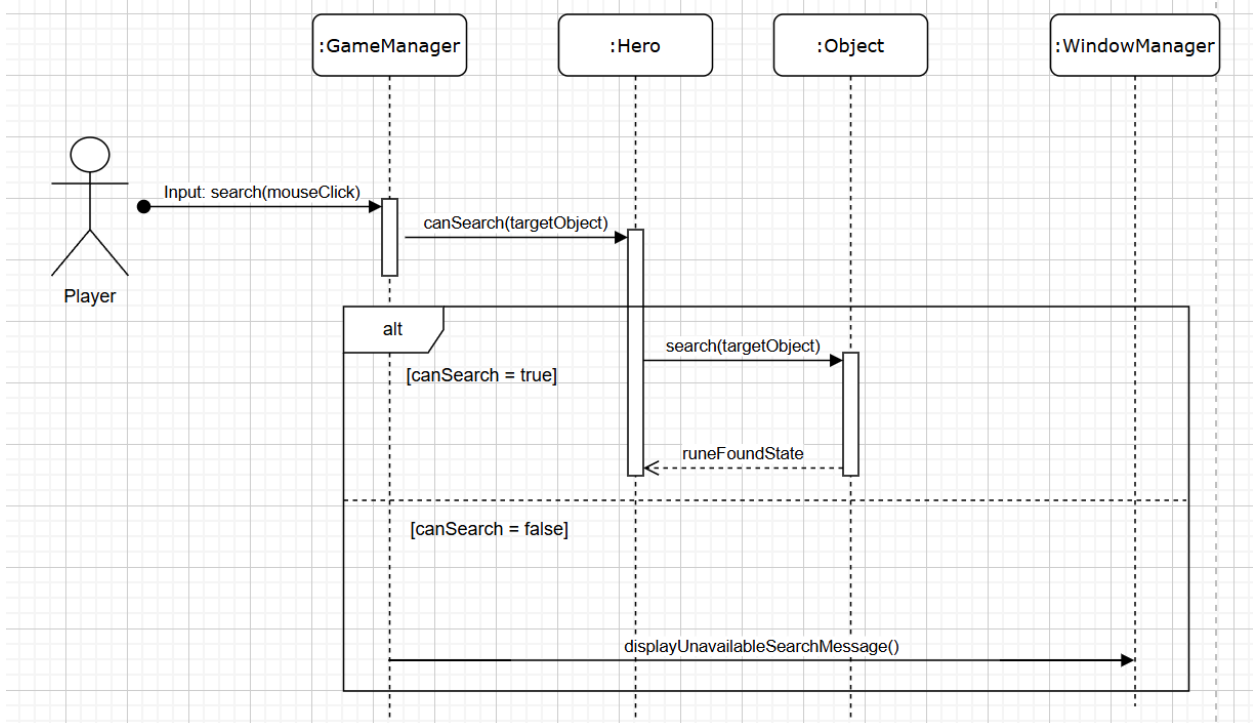
Move Hero:



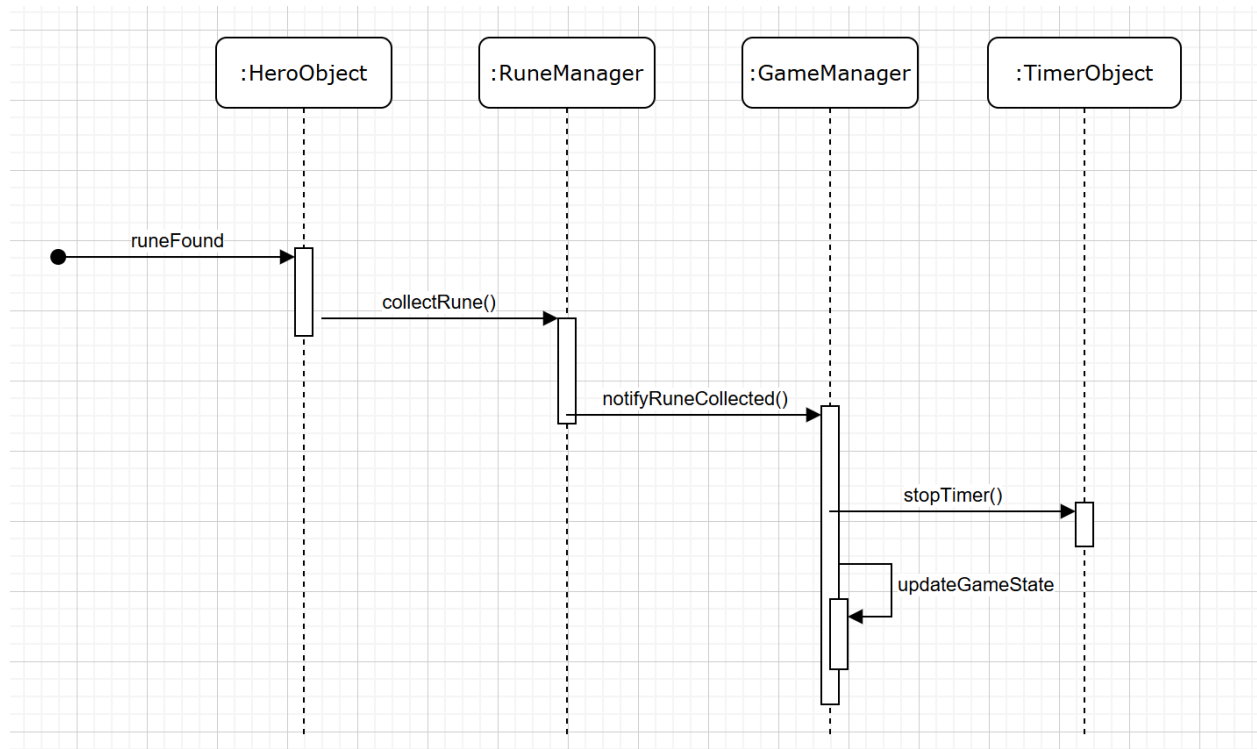
Build Game:



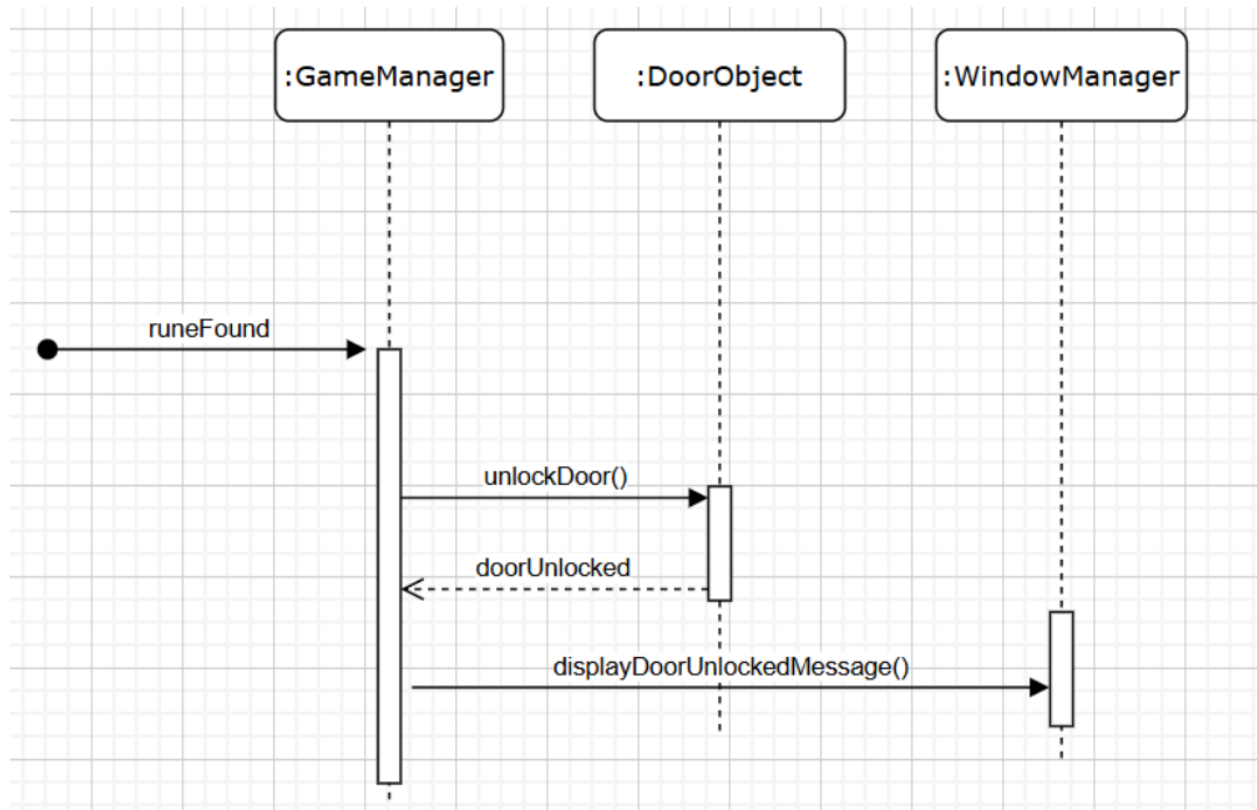
Search Rune:



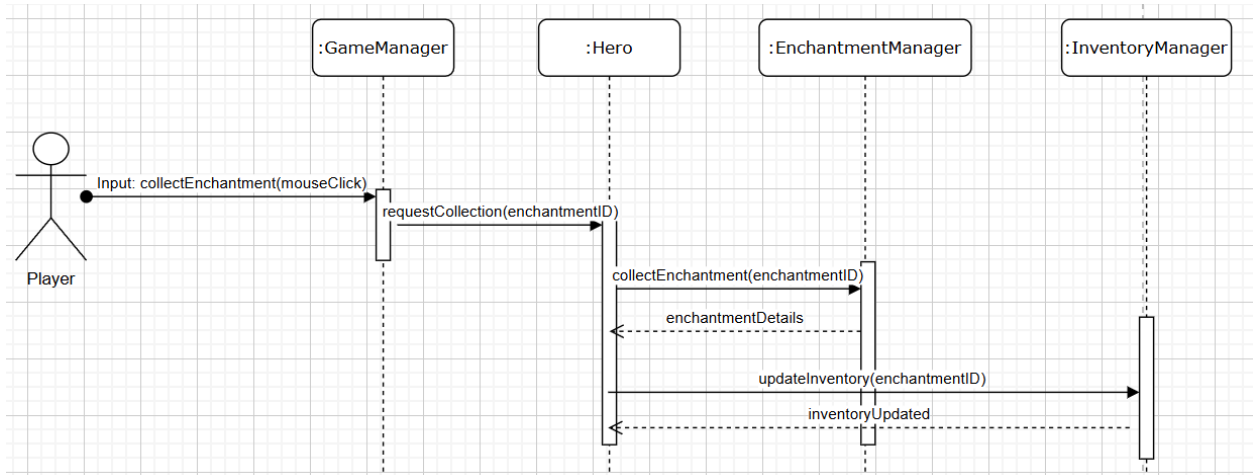
Rune Collection:



Unlock Door:



Collect Enchantment:



Switch Hall:

