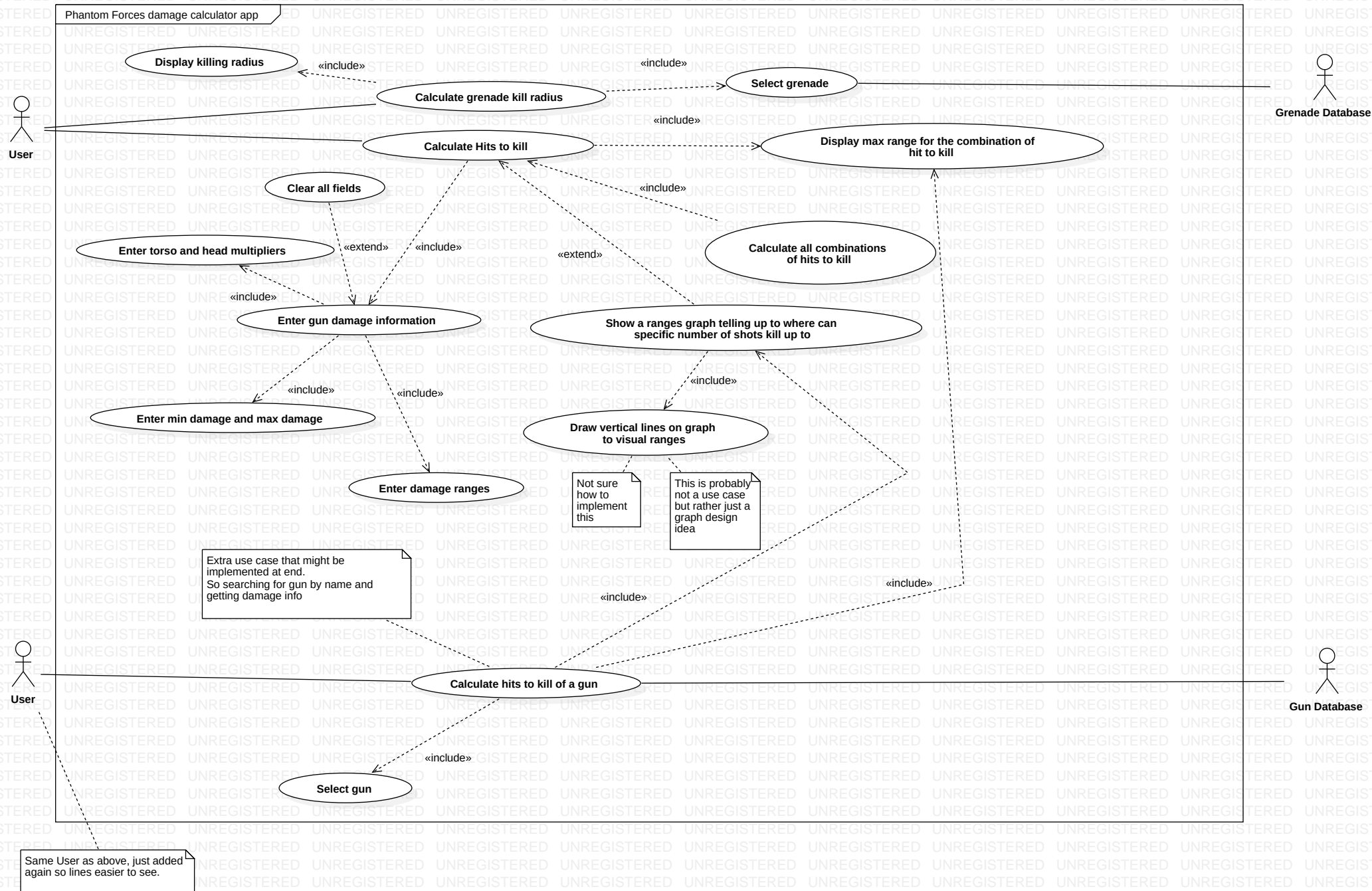
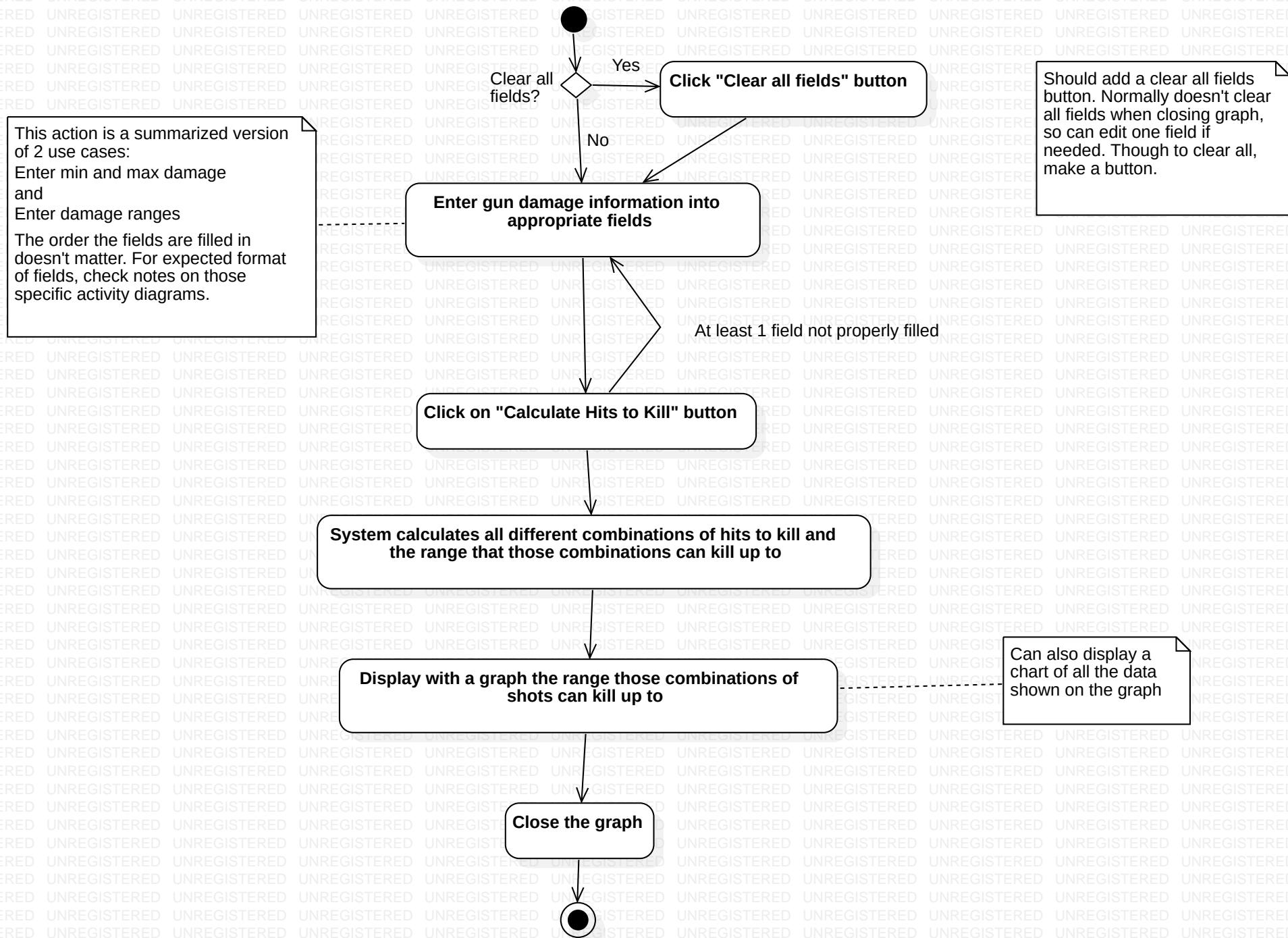


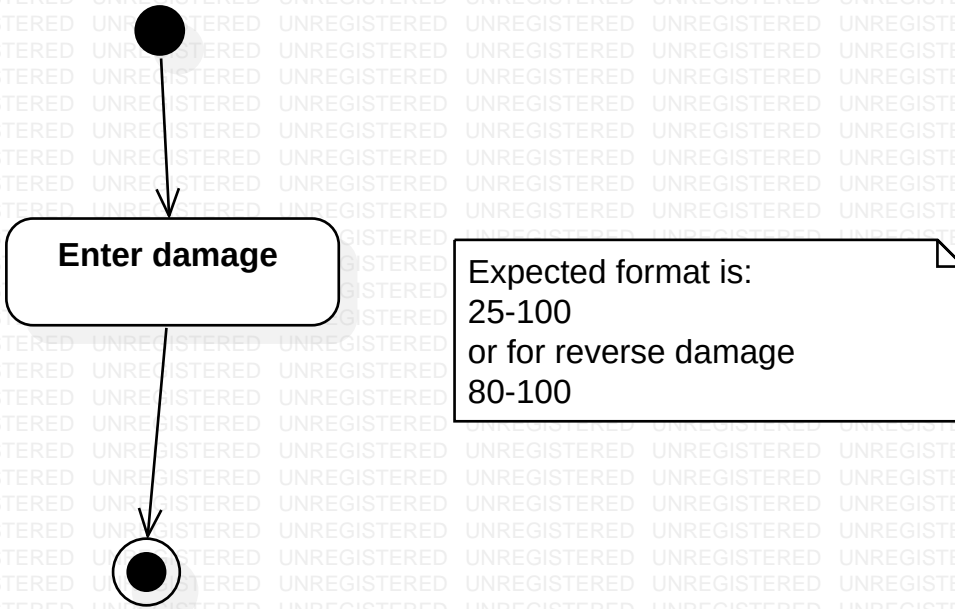
Use Case Diagram::Use Case Diagram



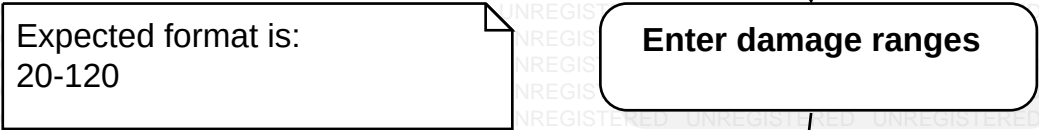
Activity Diagram - Calculate hits to kill::Calculate hits to kill



Activity Diagram - Calculate hits to kill::Enter min and max damage



Activity Diagram - Calculate hits to kill::Enter damage ranges



Activity Diagram - Calculate hits to kill::Enter torso and head multipliers

Order fields are filled out does not matter.
What is shown is just one order this can be done.

Enter head multiplier

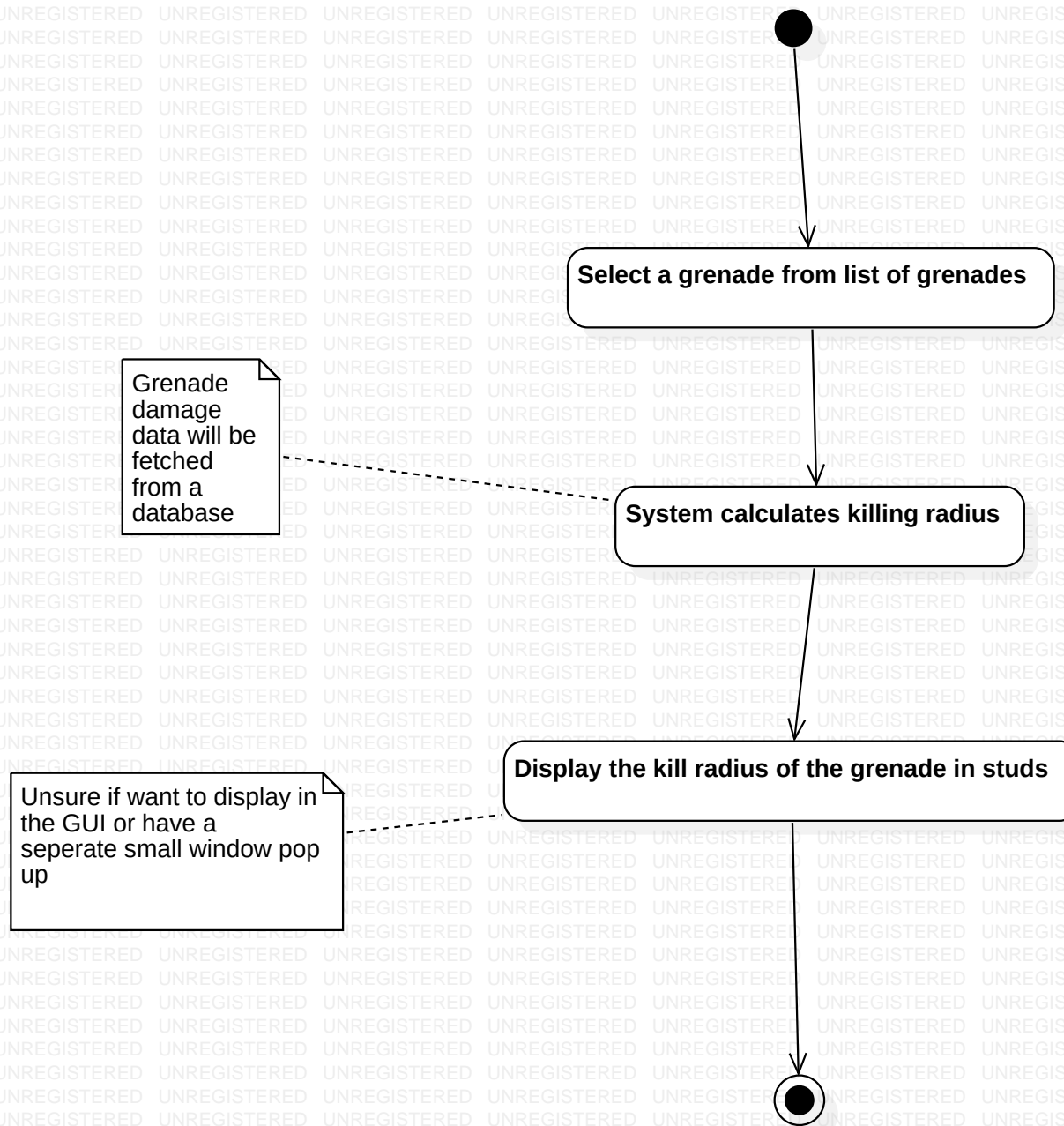
Enter torso multiplier



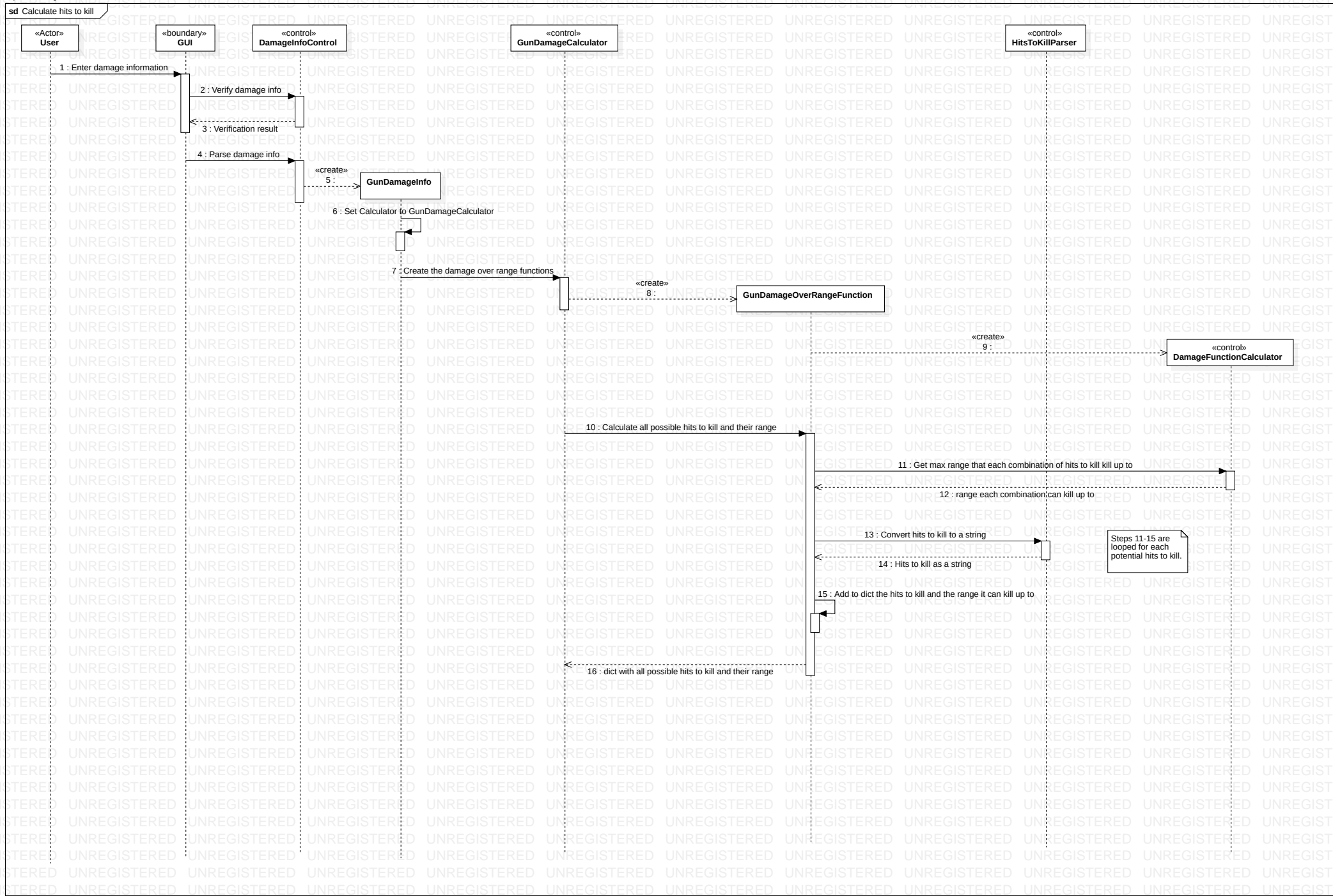
Activity Diagram - All use cases::All use cases



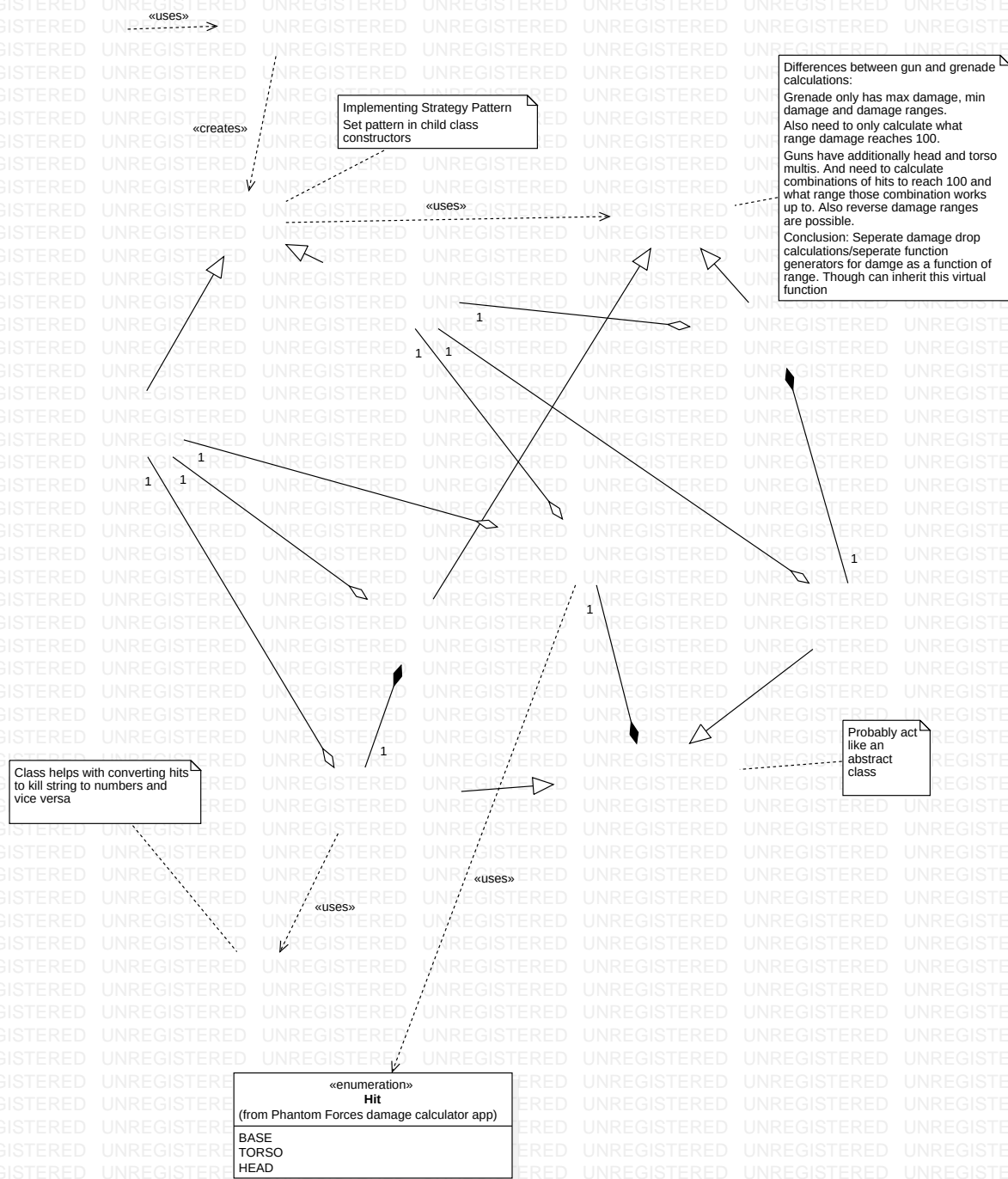
Activity Diagram - Calculate grenade kill radius::Calculate grenade kill radius



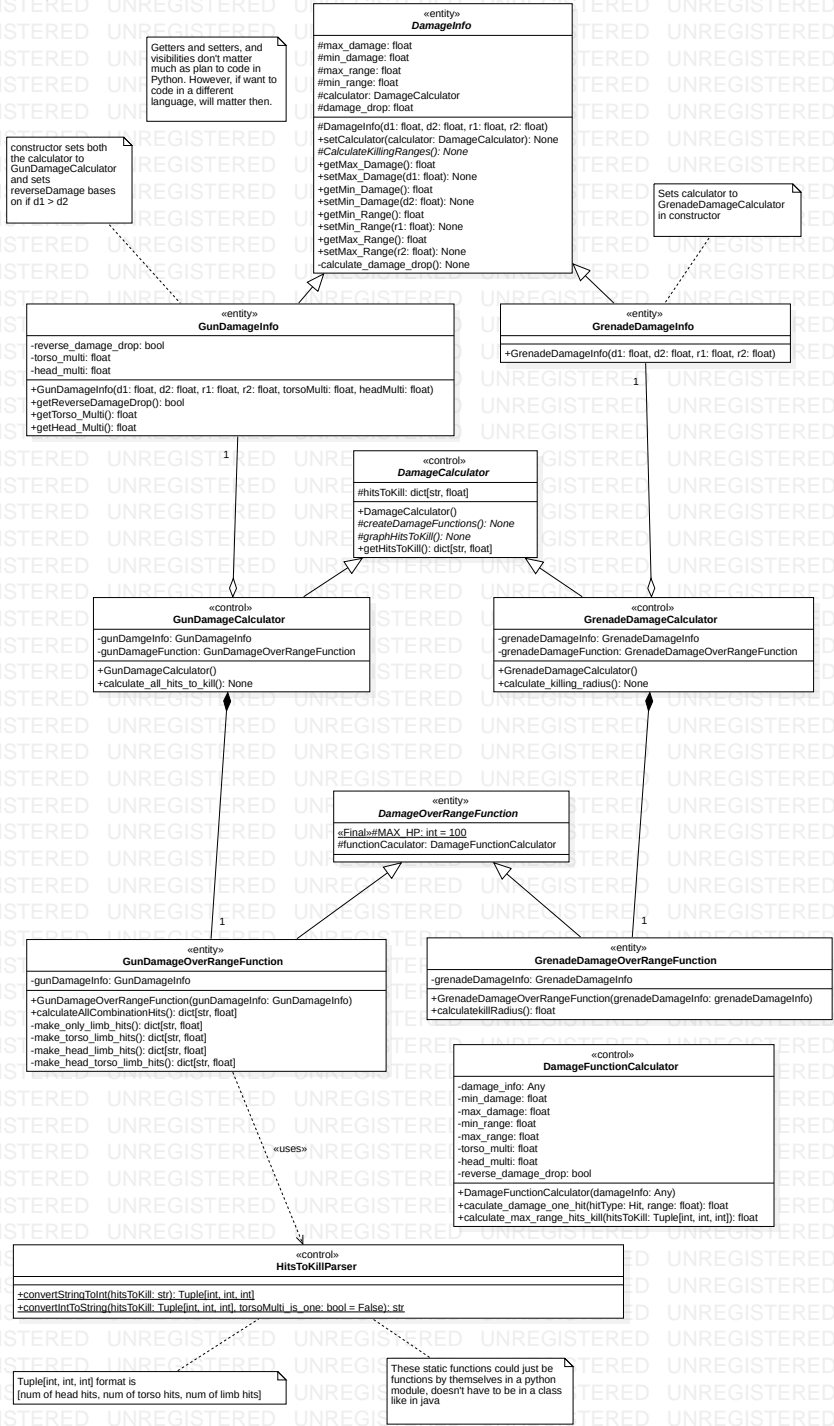
Sequence Diagrams: Calculate hits to kill: Calculate hits to kill

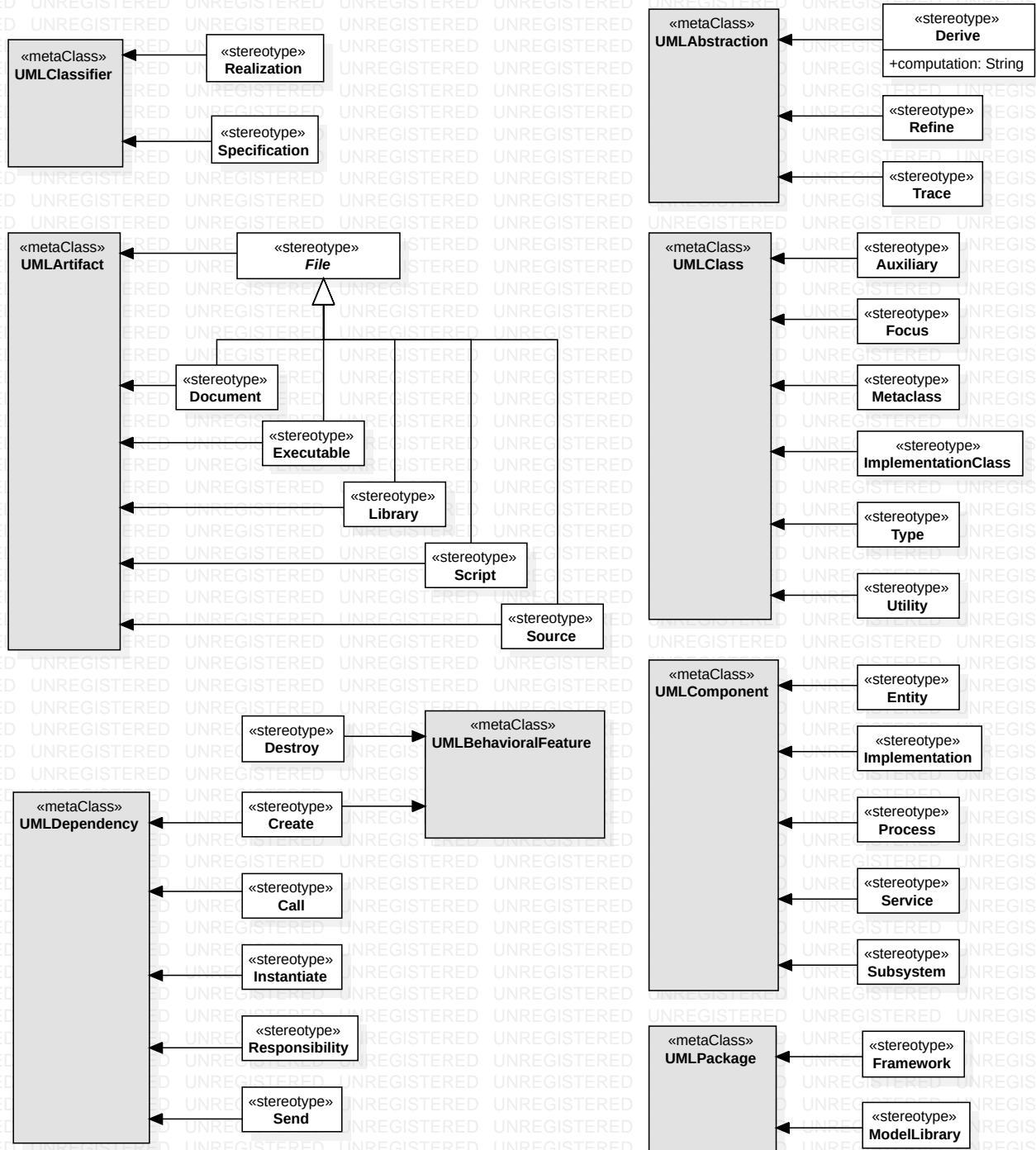


Class Diagrams::Class Relationships

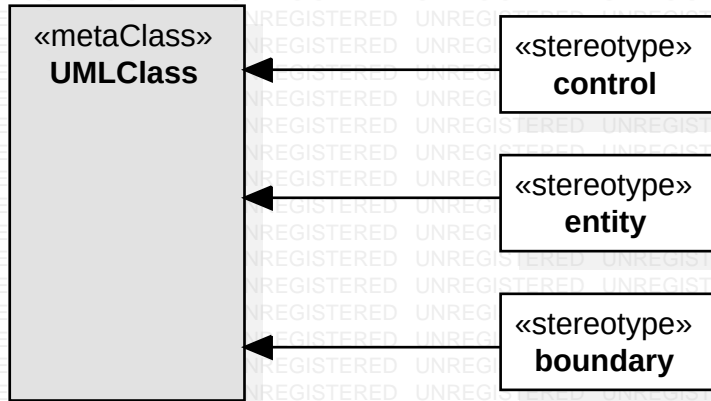


Class Diagrams: Class details

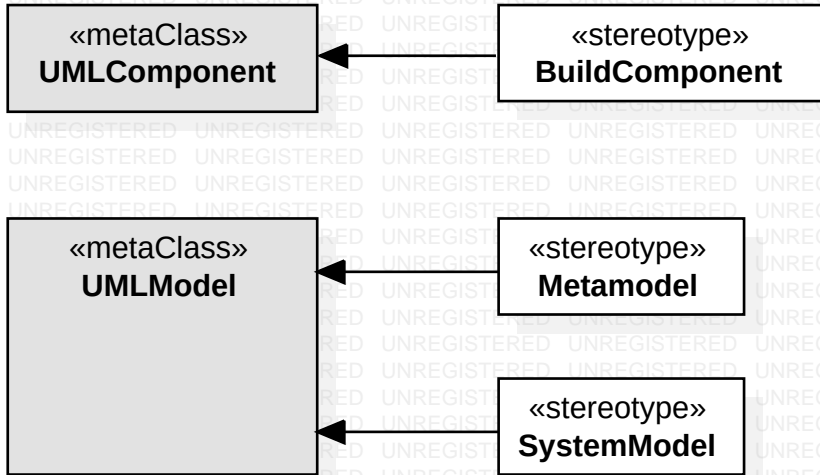




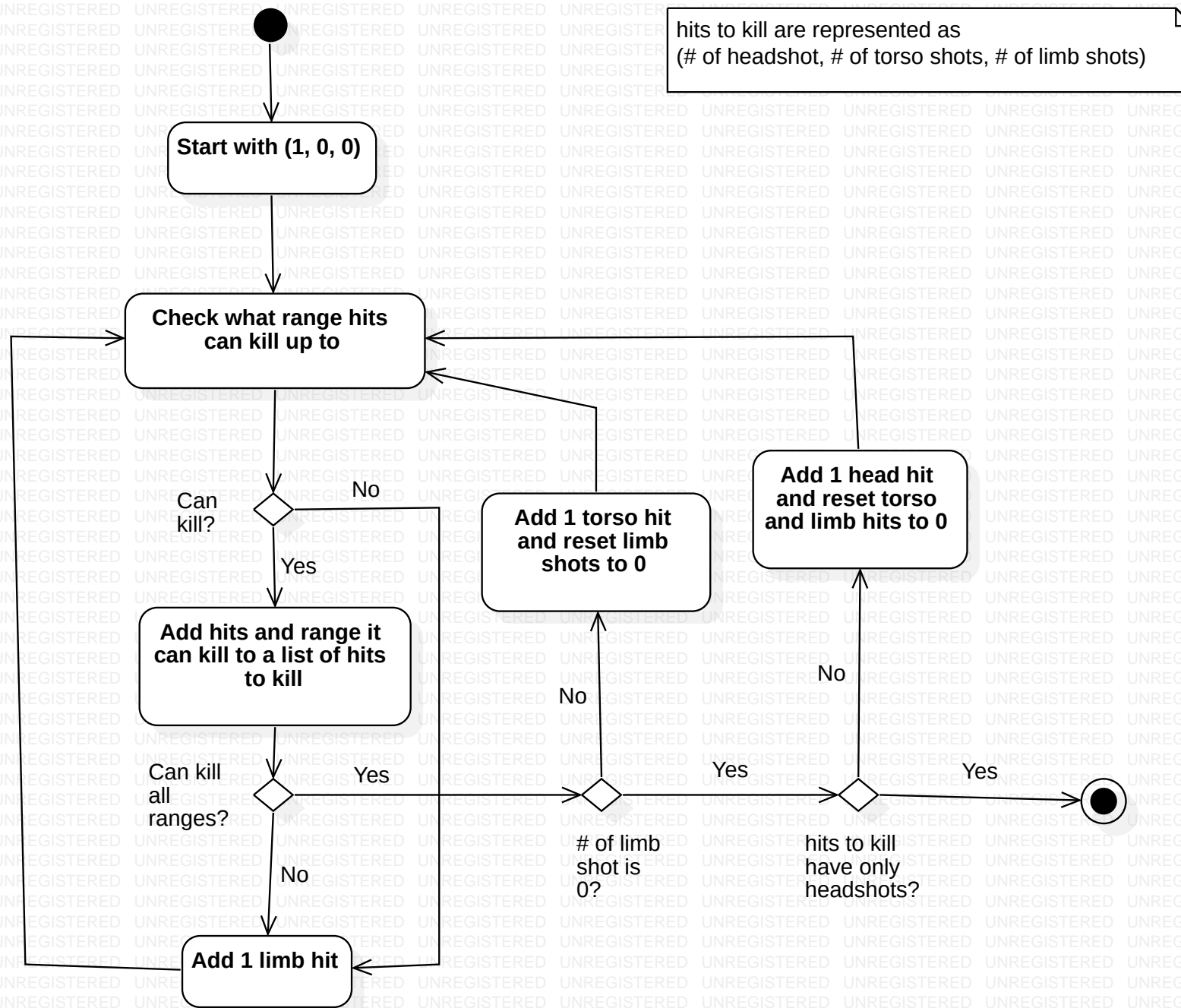
UMLStandardProfile::Robustness Stereotypes



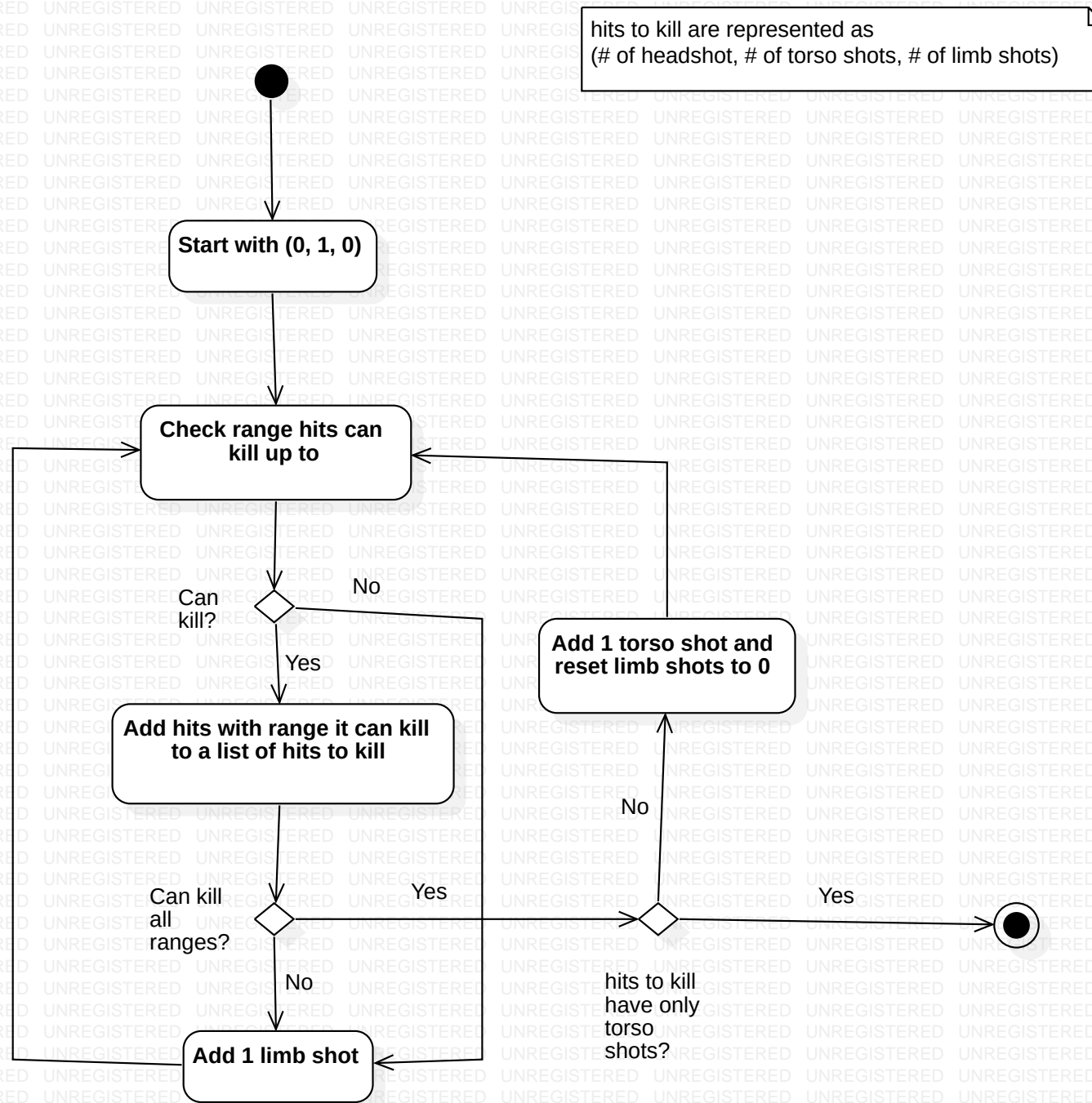
UMLStandardProfile::StandardProfileL3



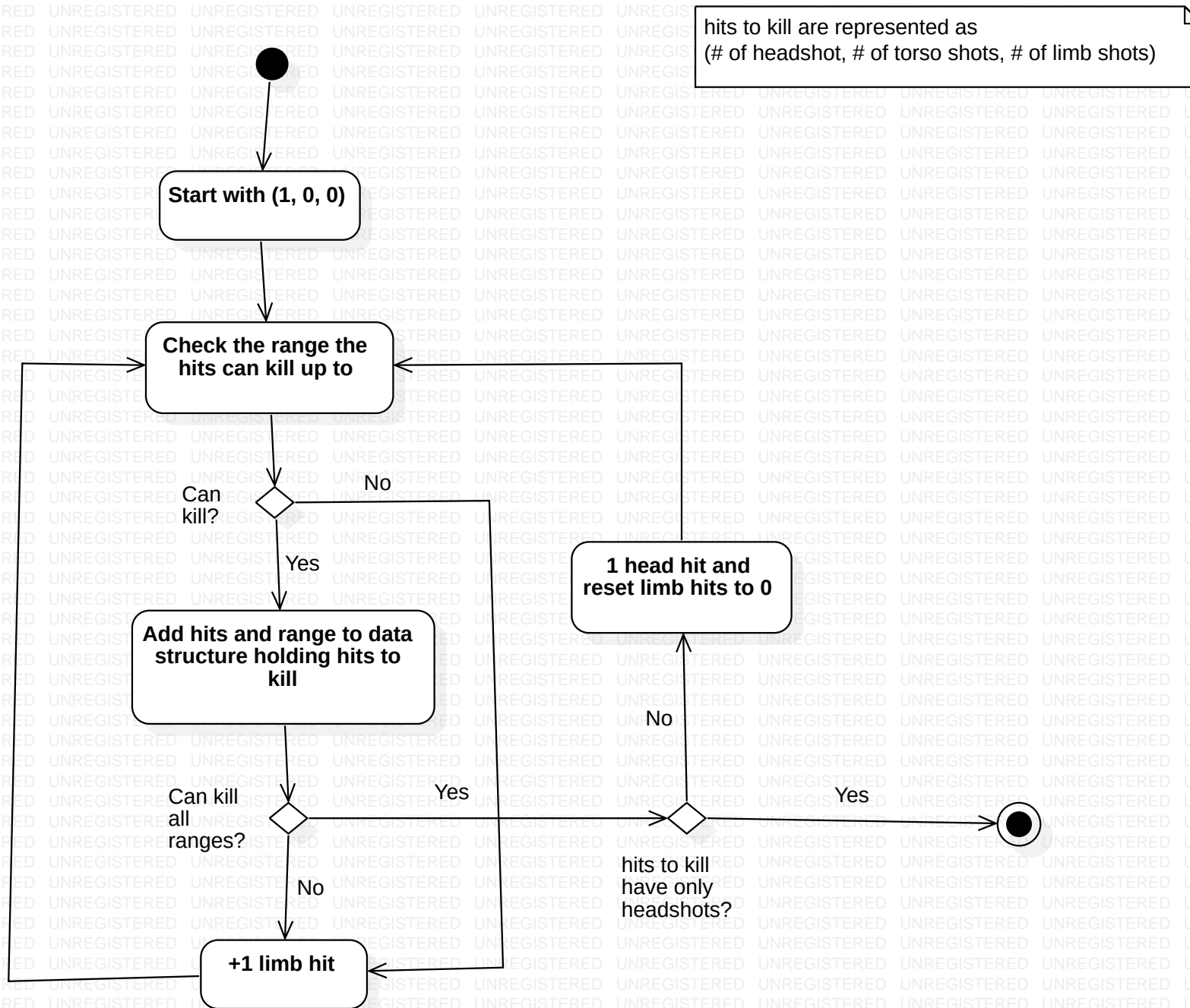
Activity Diagram - calculate all combination hits to kill::Calculate hits to kill - atleast 1 headshot



Activity Diagram - calculate all combination hits to kill::Calculate hits to kill - torso and limb only

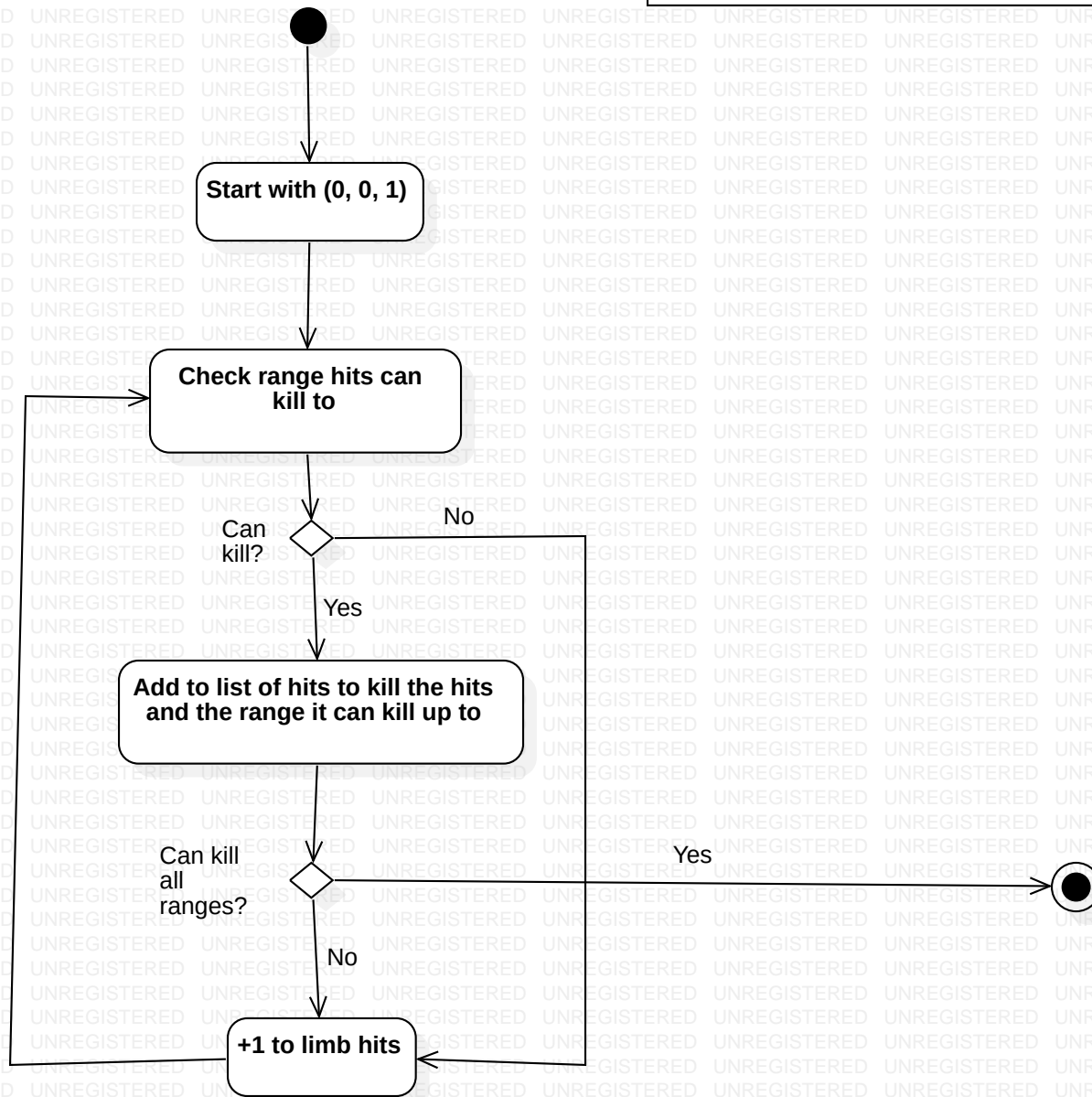


Activity Diagram - calculate all combination hits to kill::Calculate hits to kill - head and limb only



Activity Diagram - calculate all combination hits to kill::Calculate hits to kill - limb only

hits to kill are represented as
(# of headshot, # of torso shots, # of limb shots)



Activity Diagram - calculate all combination hits to kill::Calculate all combinations of hits to kill

