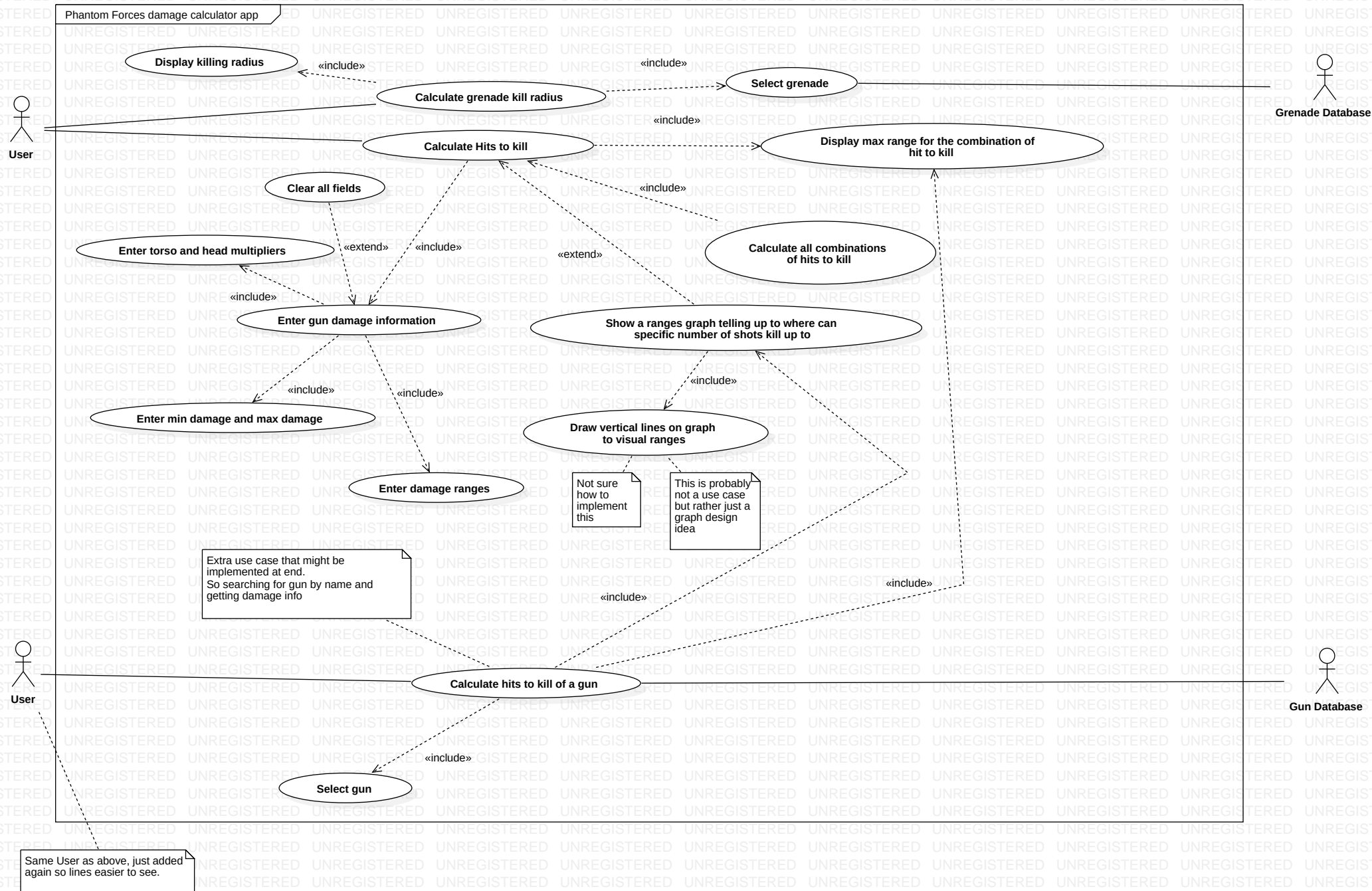
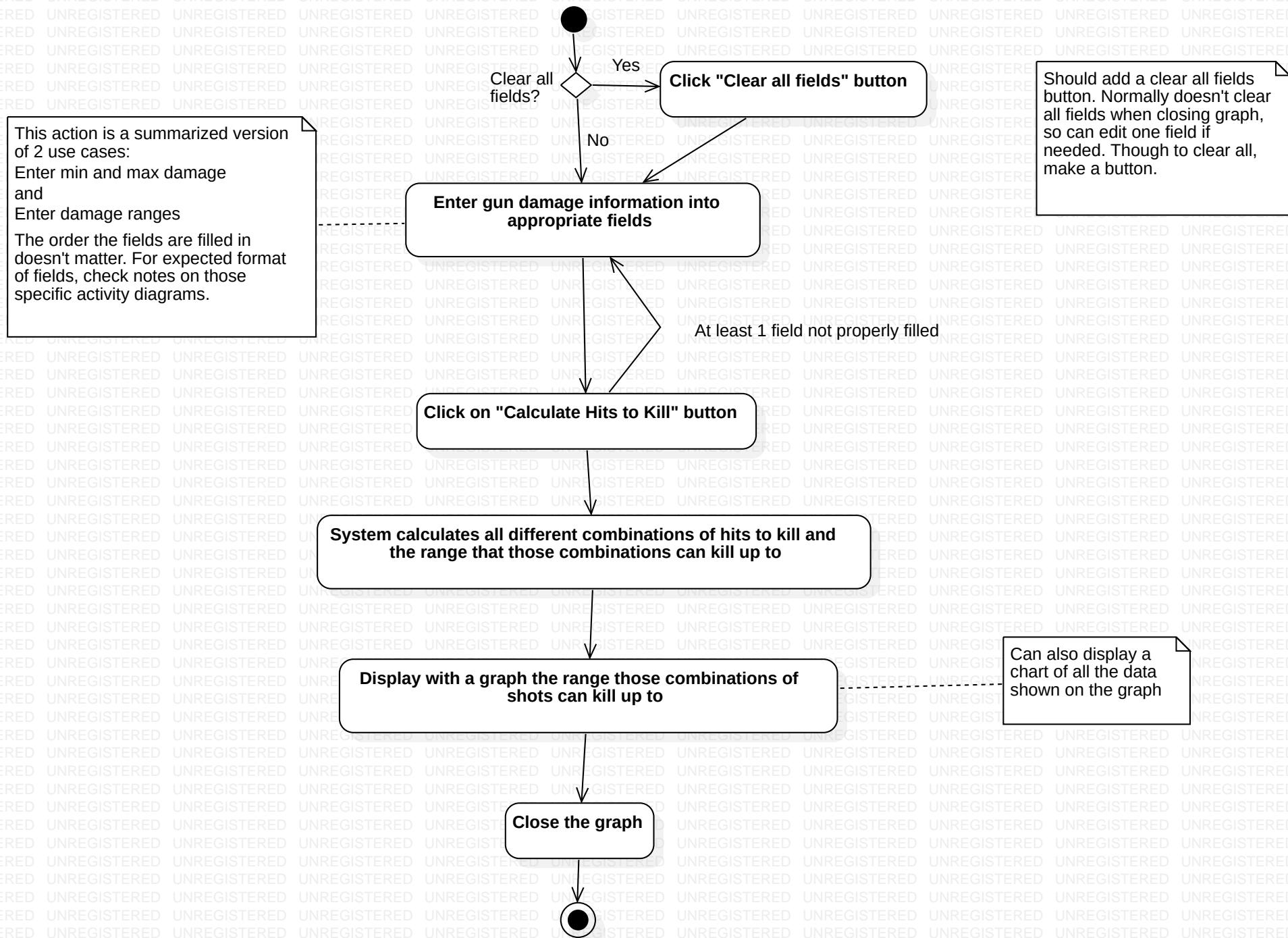


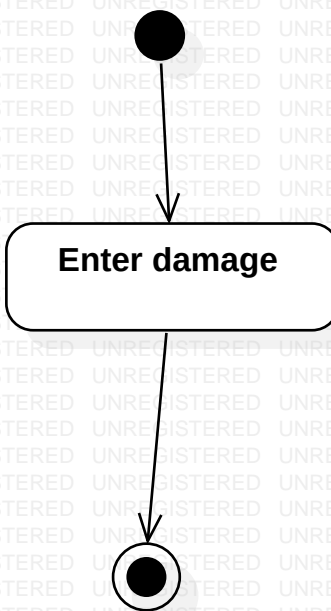
Use Case Diagram::Use Case Diagram



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

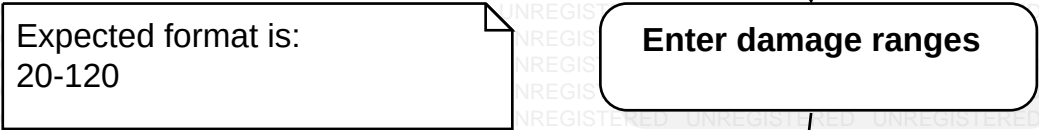


Activity Diagram - Calculate hits to kill::Enter min and max damage



Expected format is:
25-100
or for reverse damage
80-100

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.

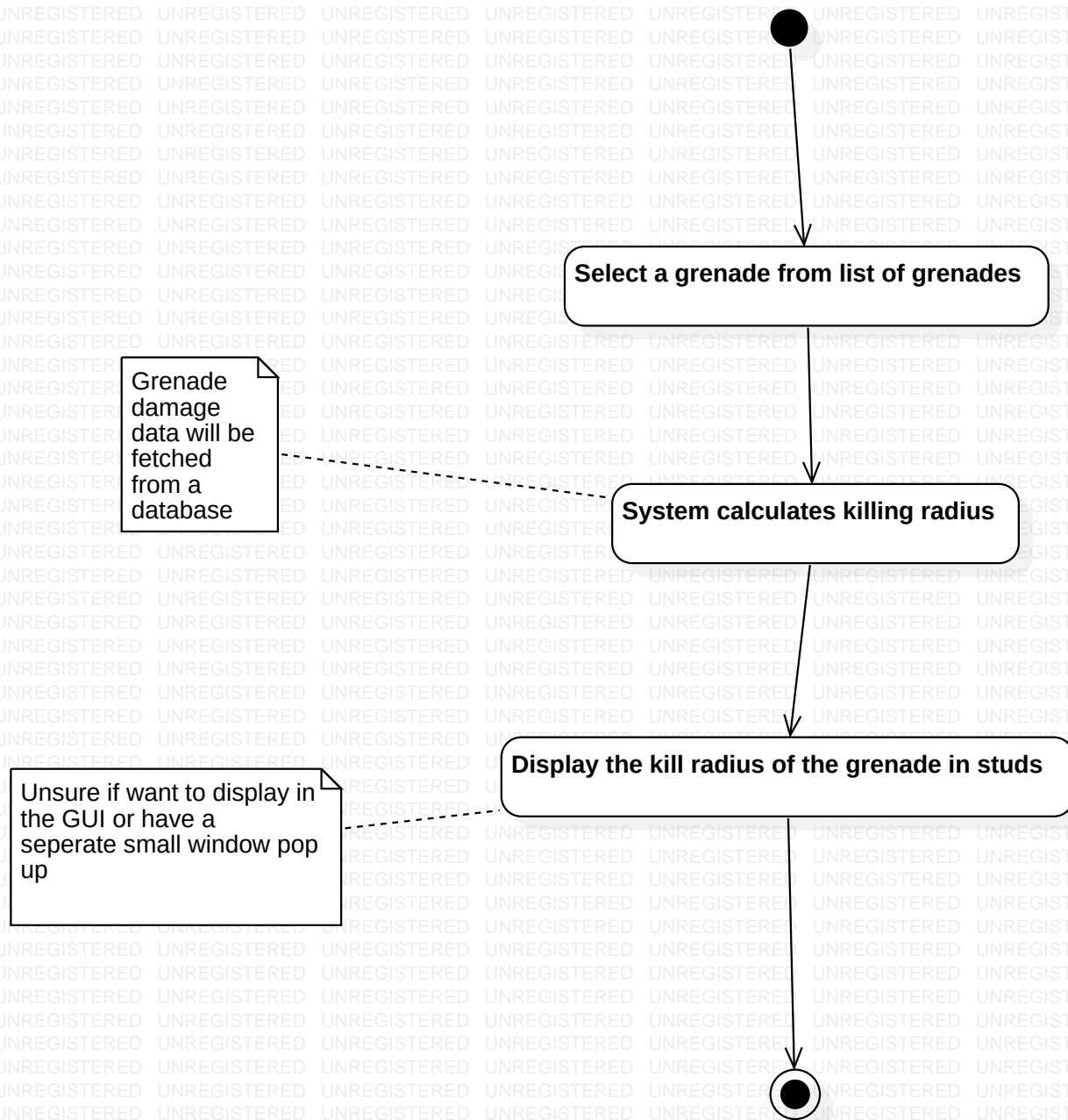
Enter head multiplier

Enter torso multiplier

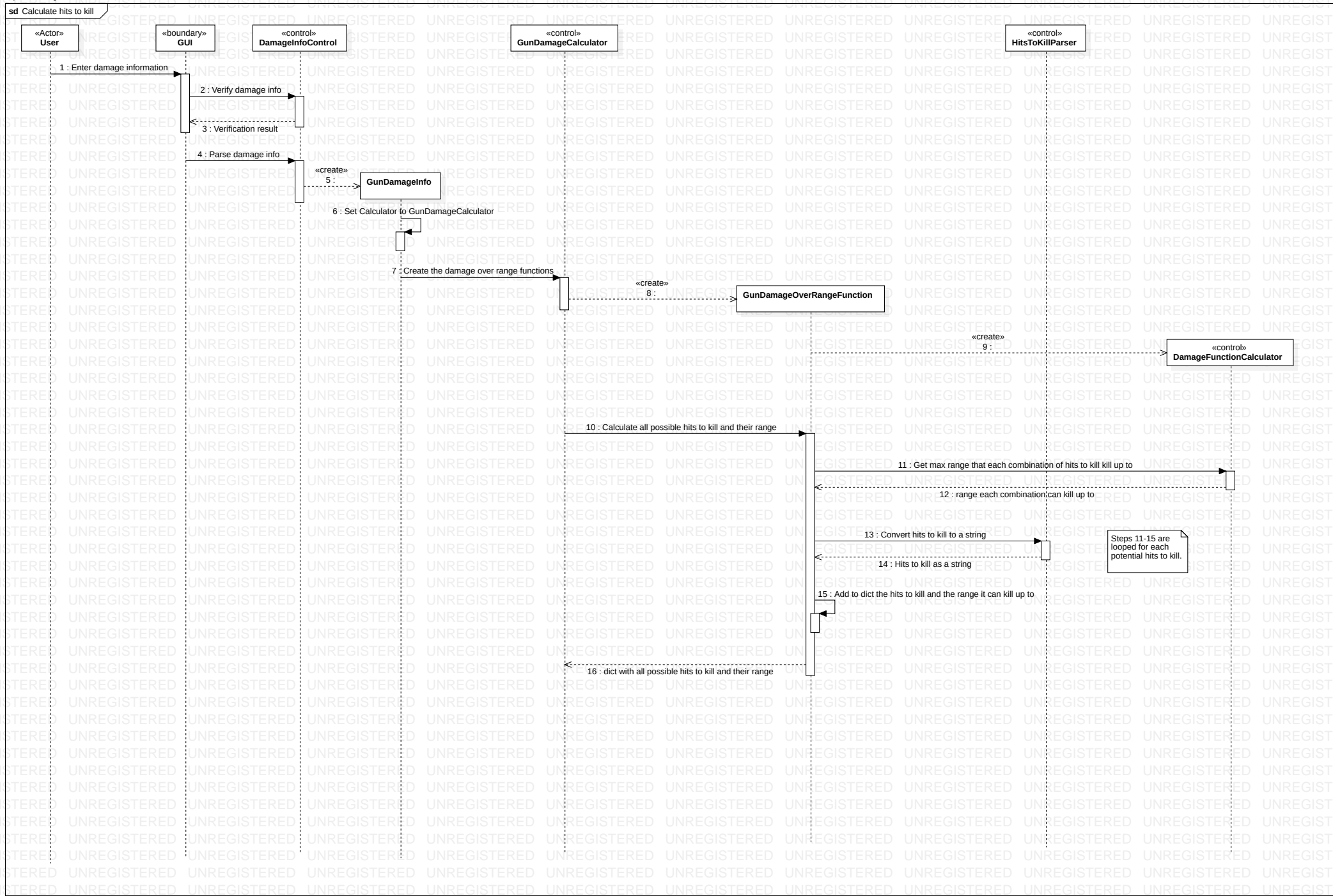
Activity Diagram - All use cases::All use cases



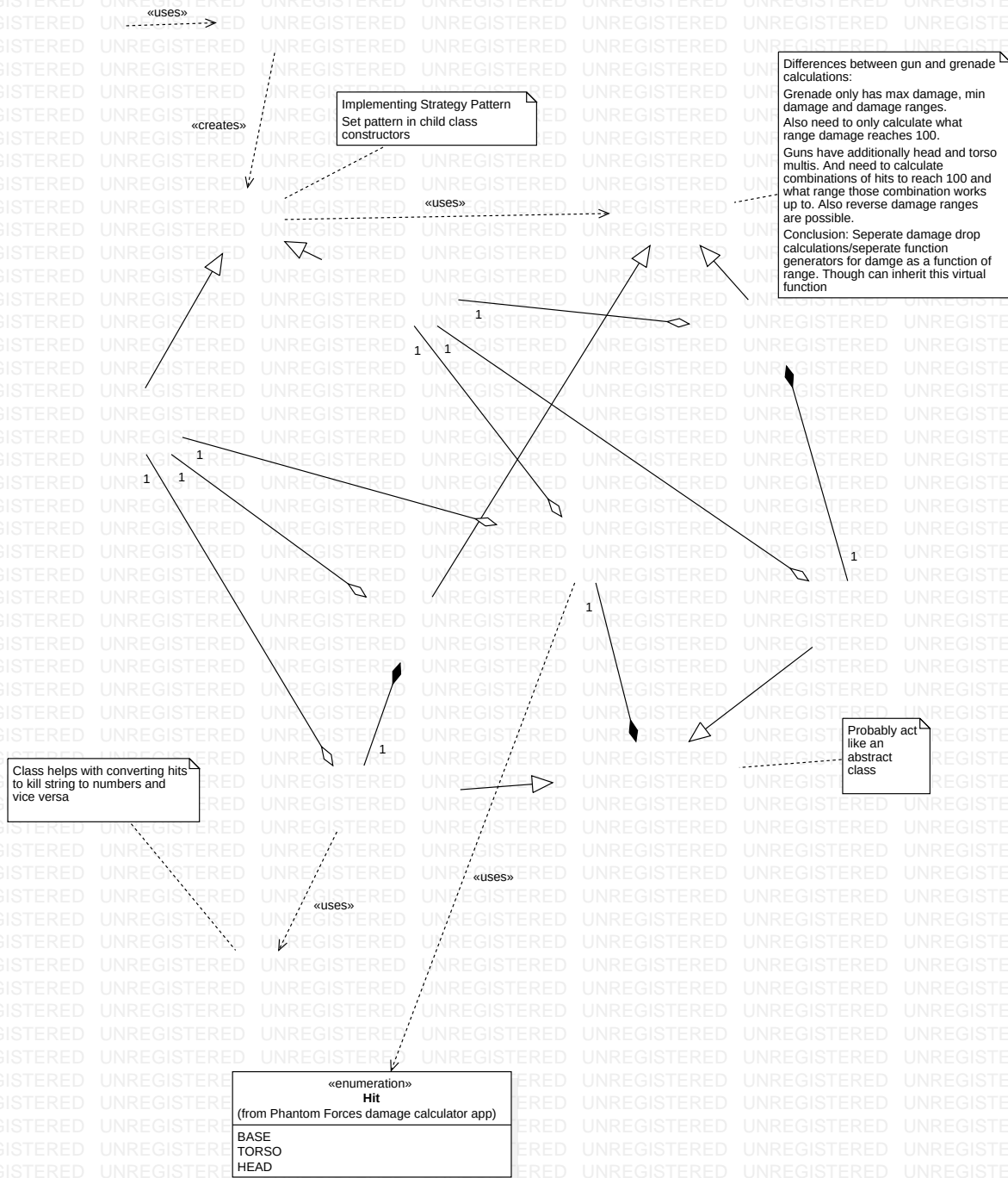
Activity Diagram - Calculate grenade kill radius::Calculate grenade kill radius



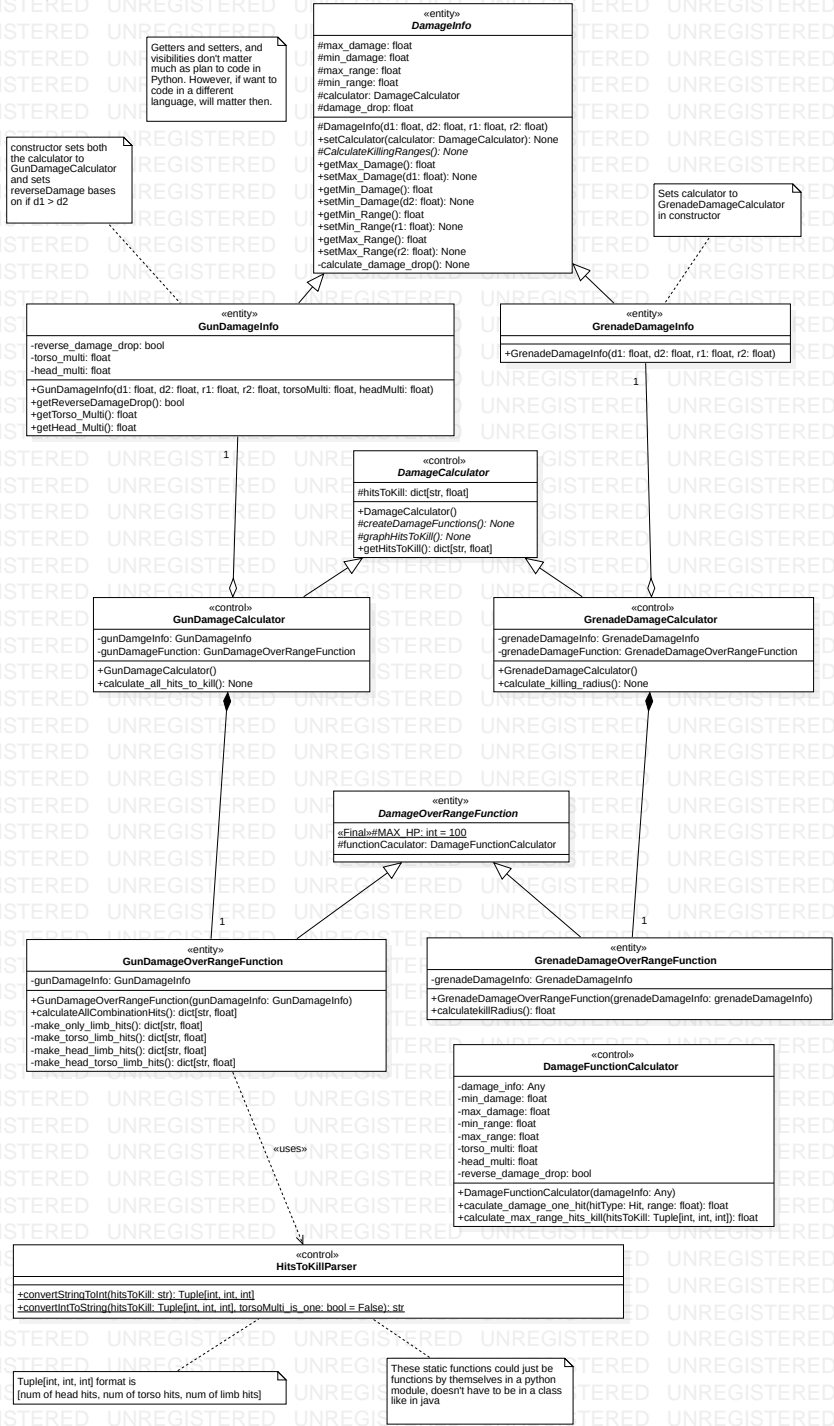
Sequence Diagrams: Calculate hits to kill: Calculate hits to kill

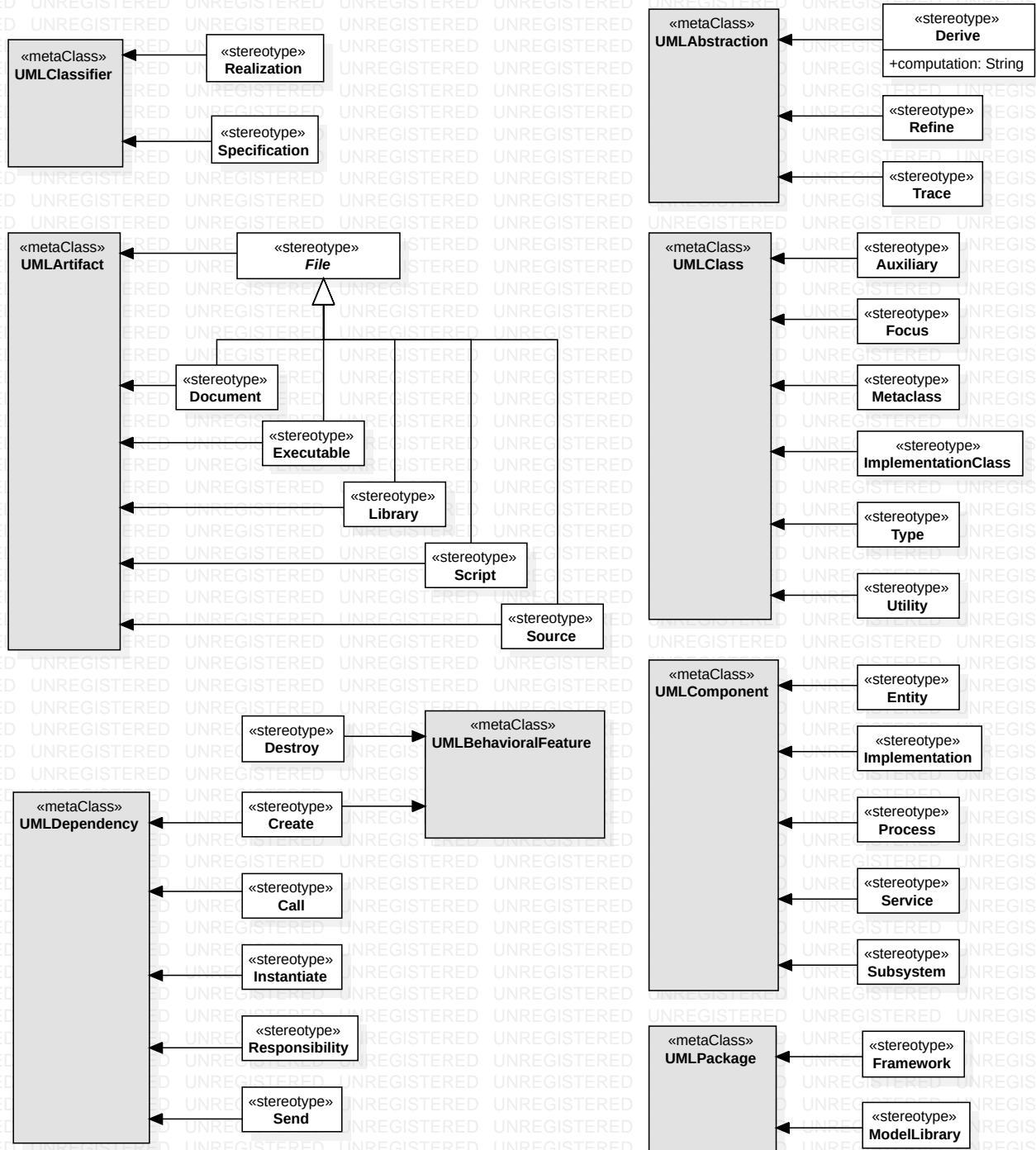


Class Diagrams::Class Relationships

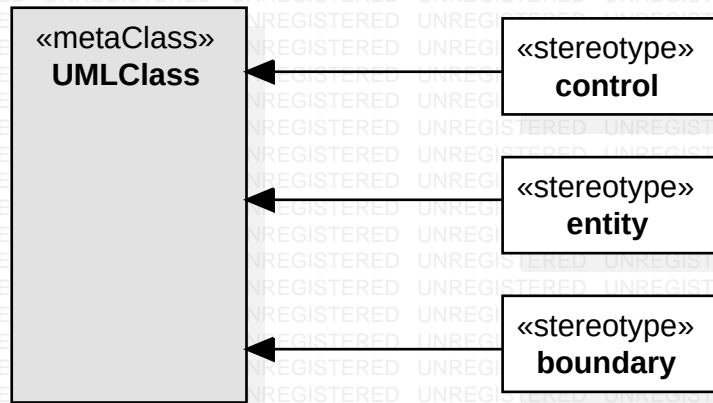


Class Diagrams: Class details

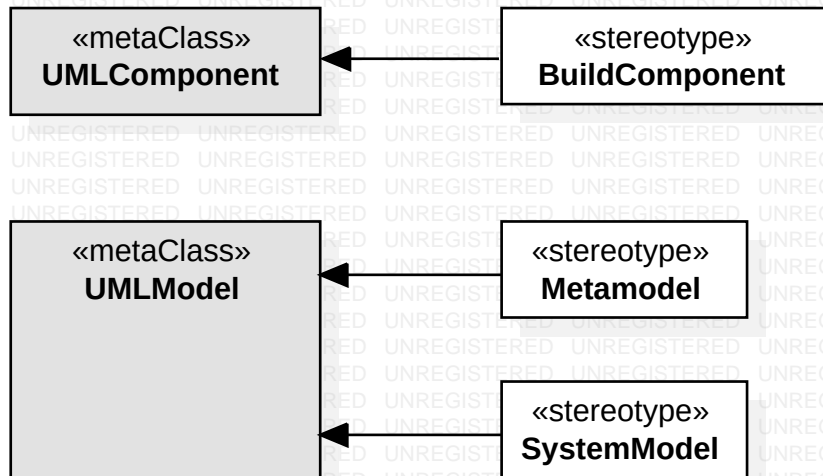




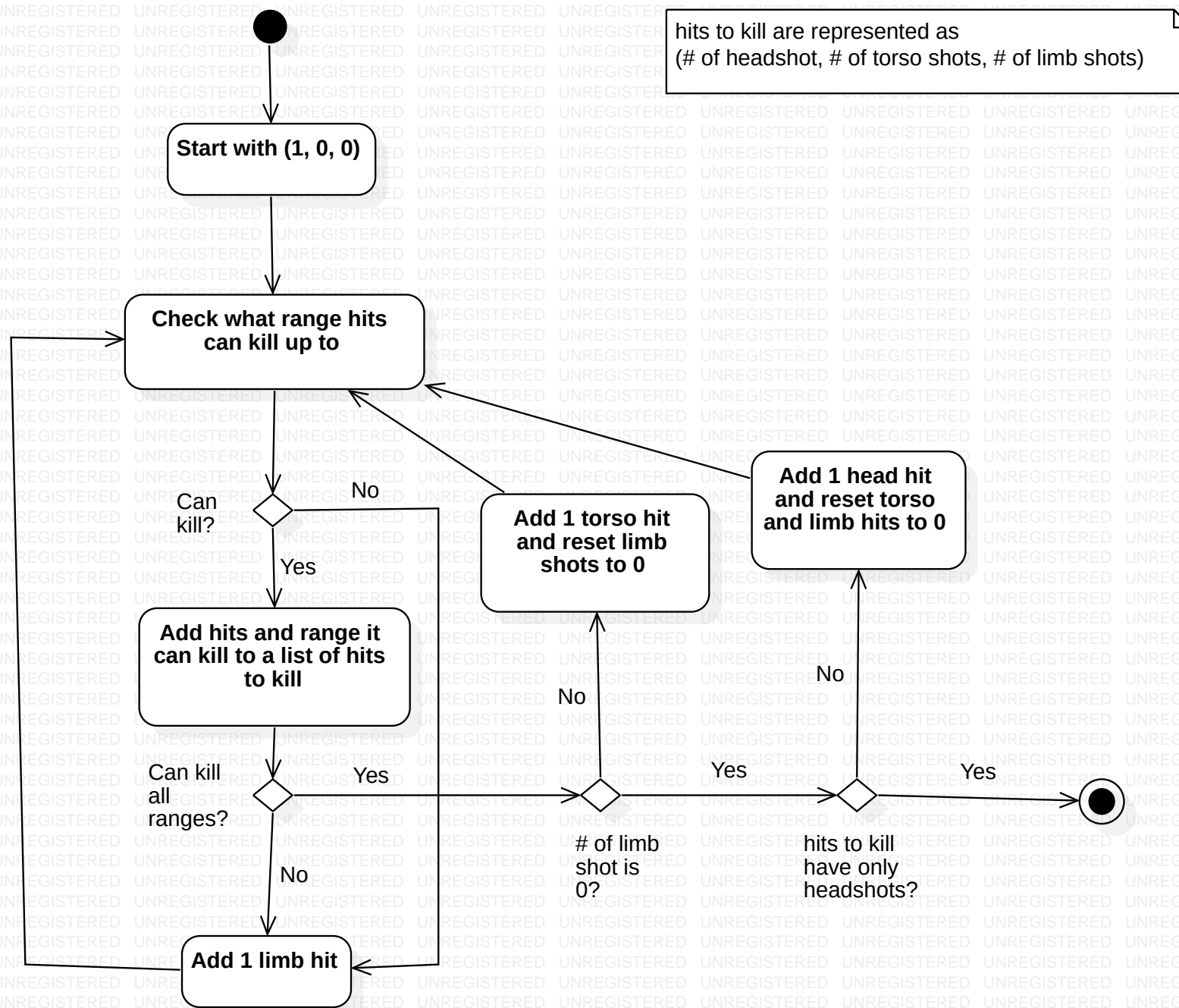
UMLStandardProfile::Robustness Stereotypes



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

