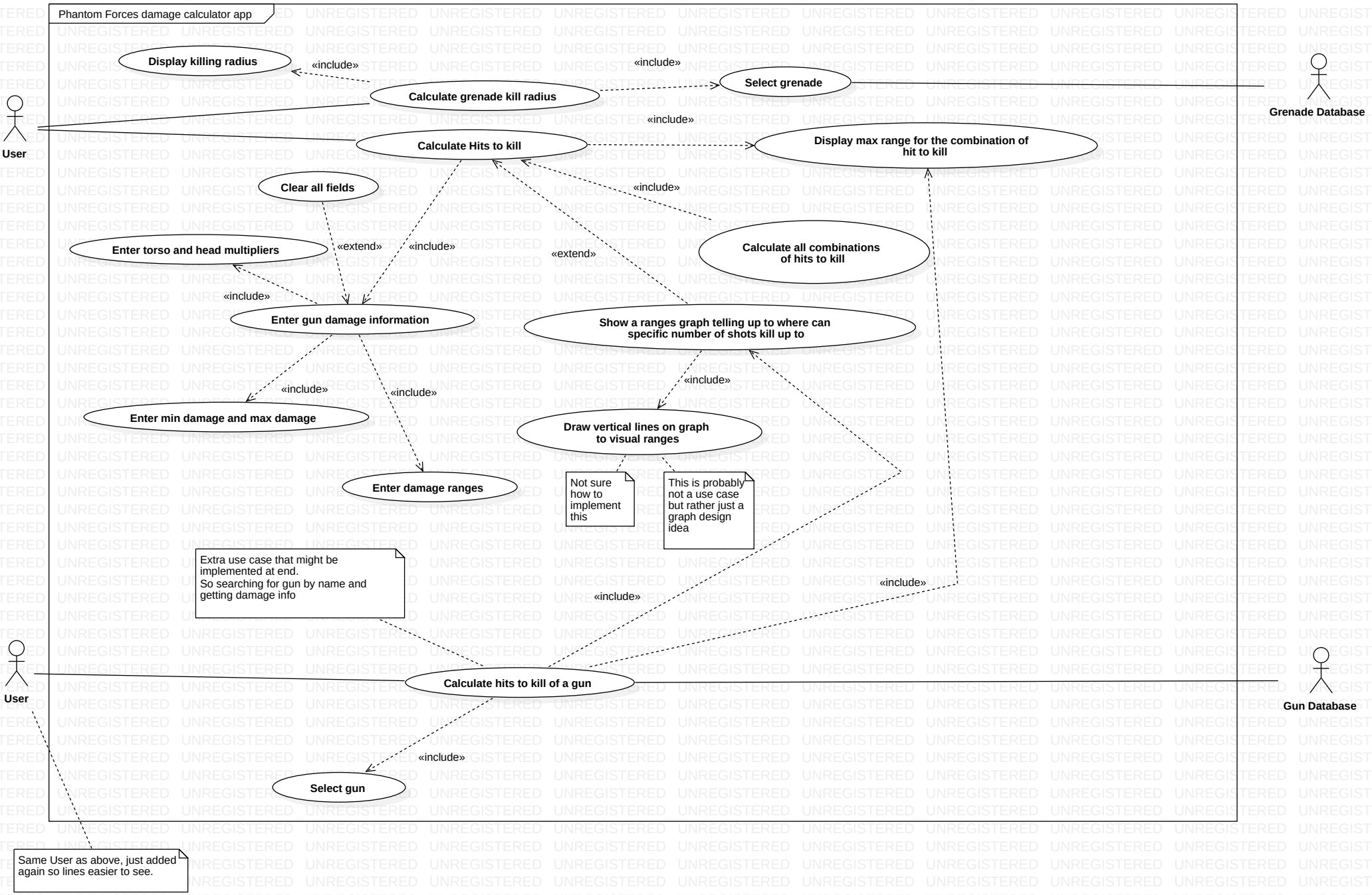
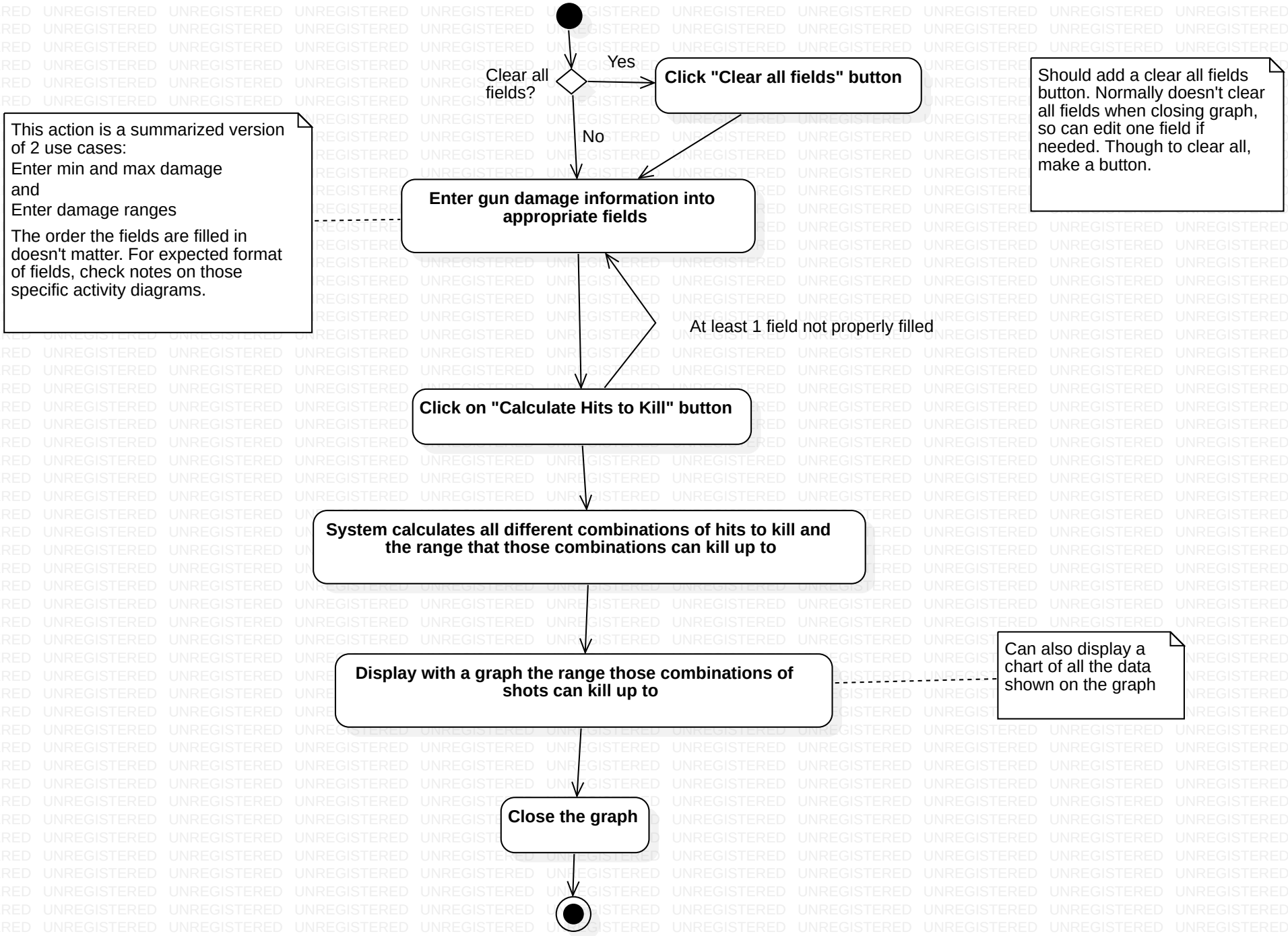
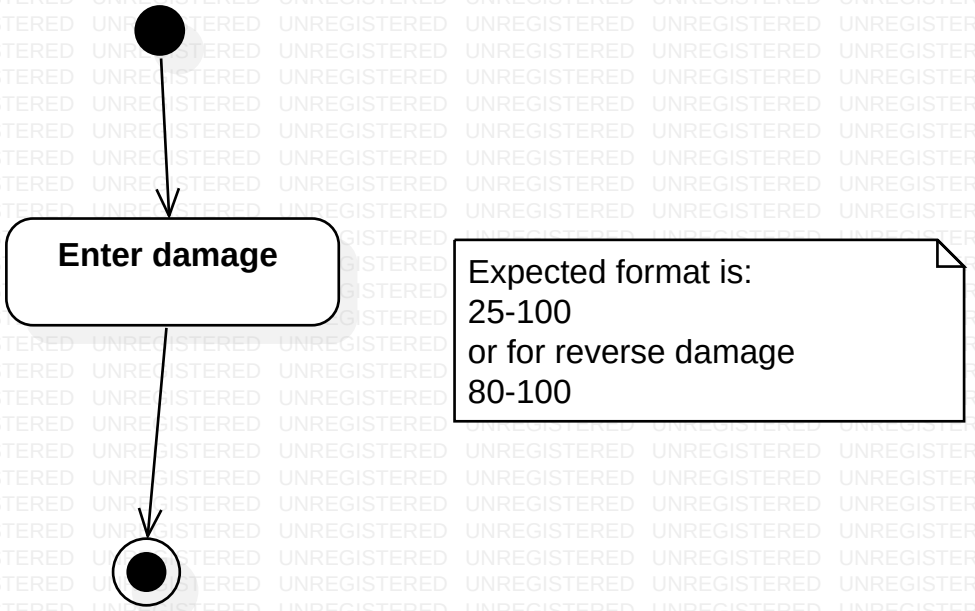
Use Case Diagram::Use Case Diagram



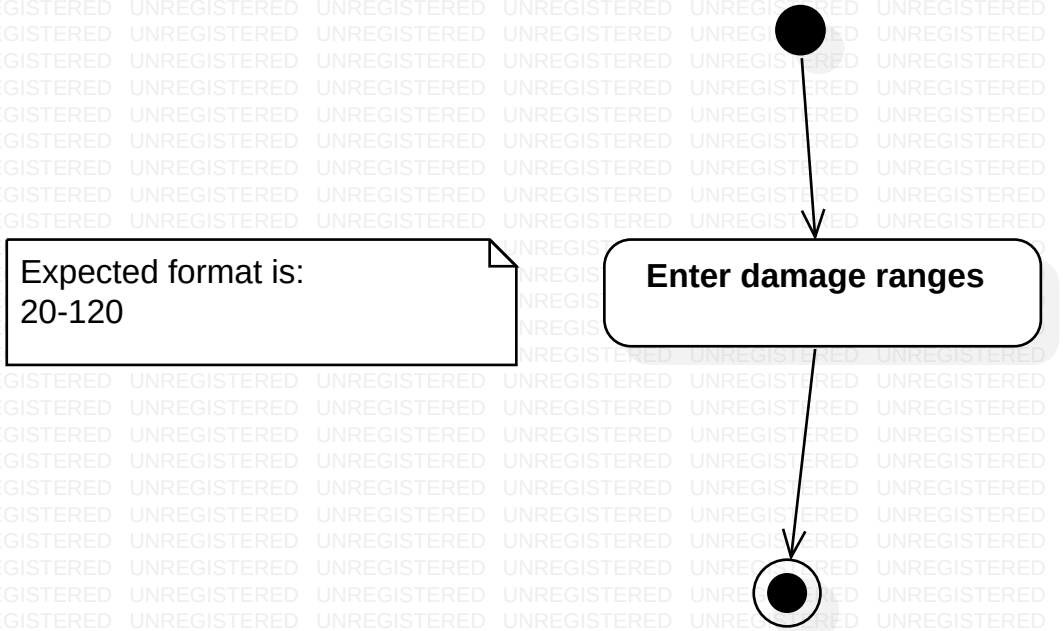
Activity Diagram - Calculate hits to kill::Calculate hits to kill



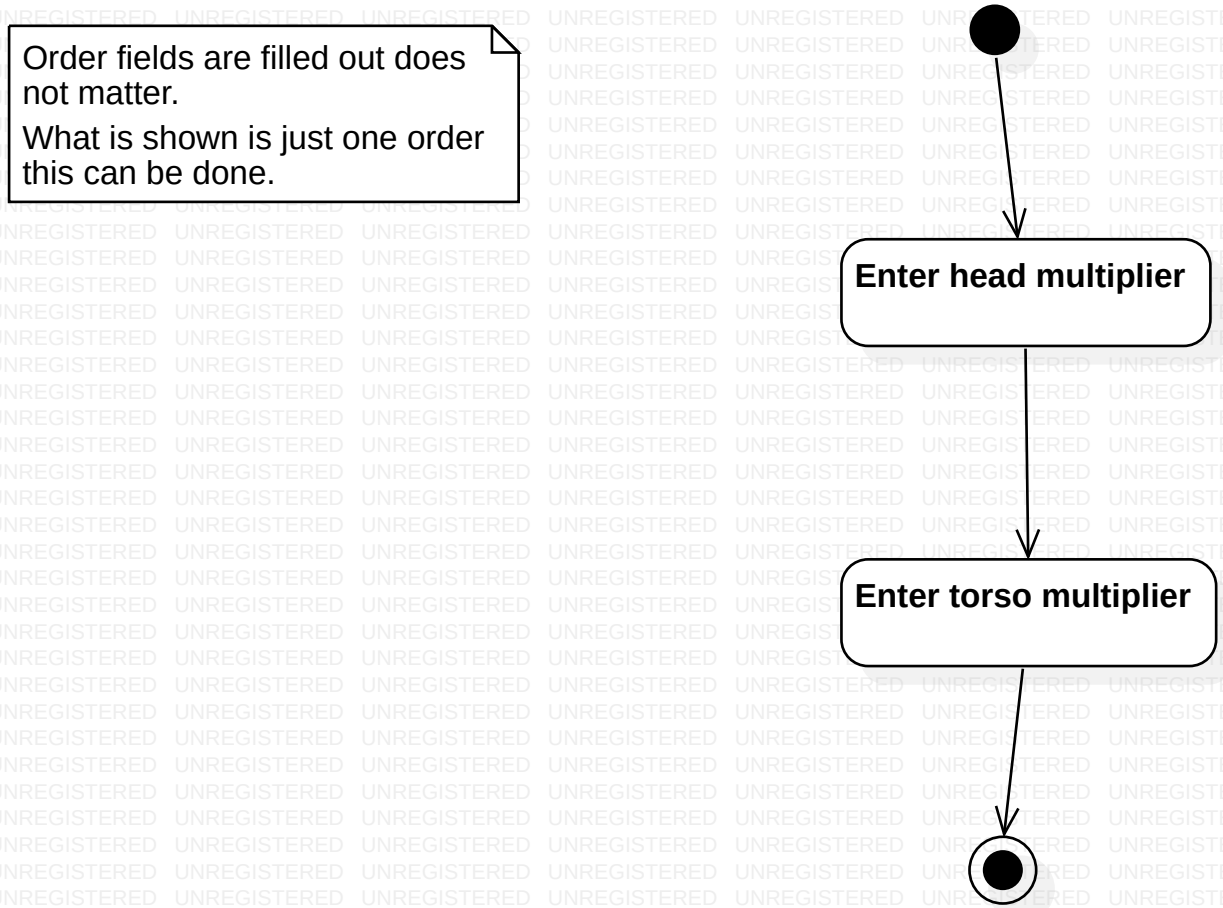
Activity Diagram - Calculate hits to kill::Enter min and max damage



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

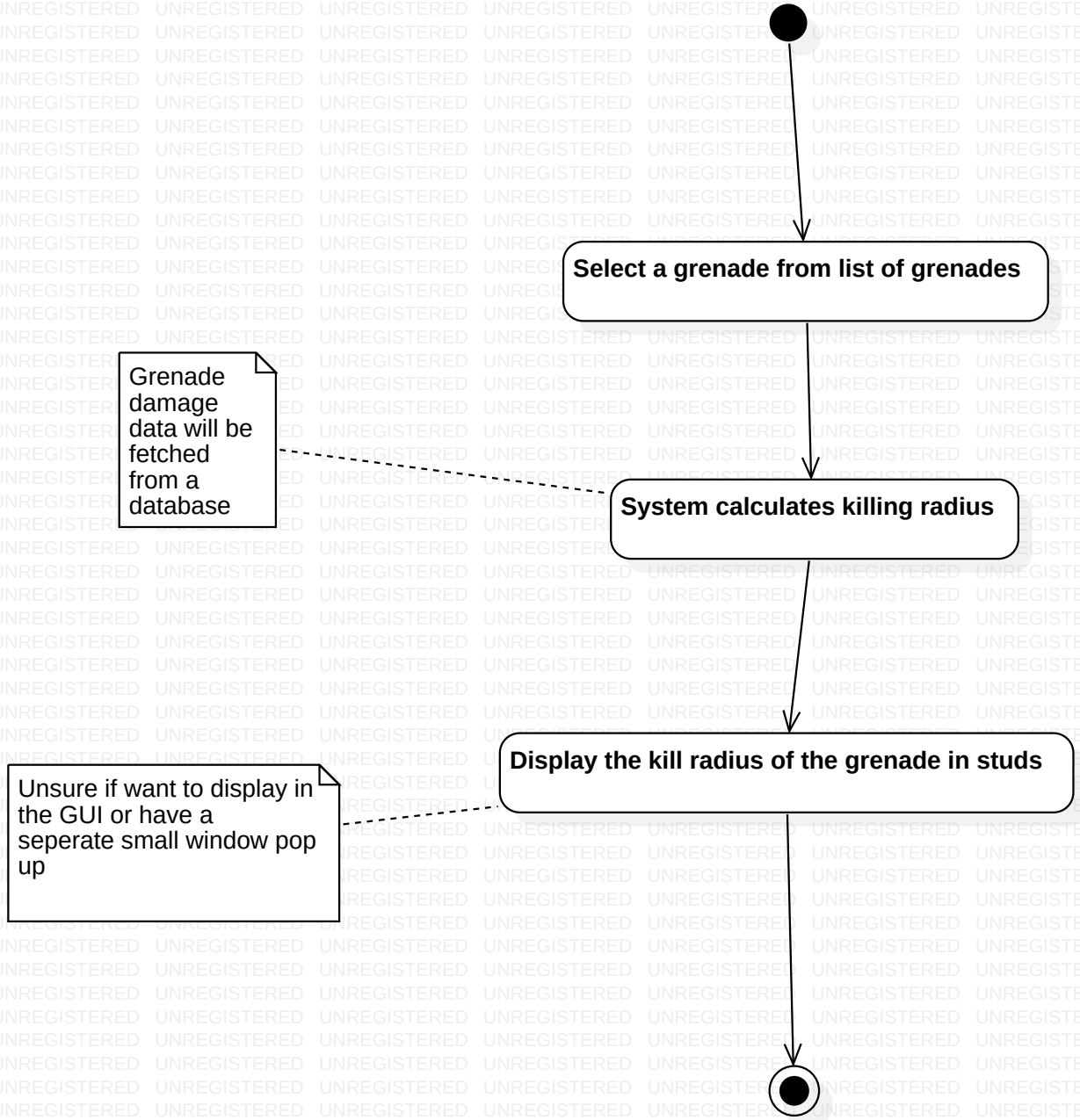


Activity Diagram - Calculate hits to kill::Enter torso and head multipliers

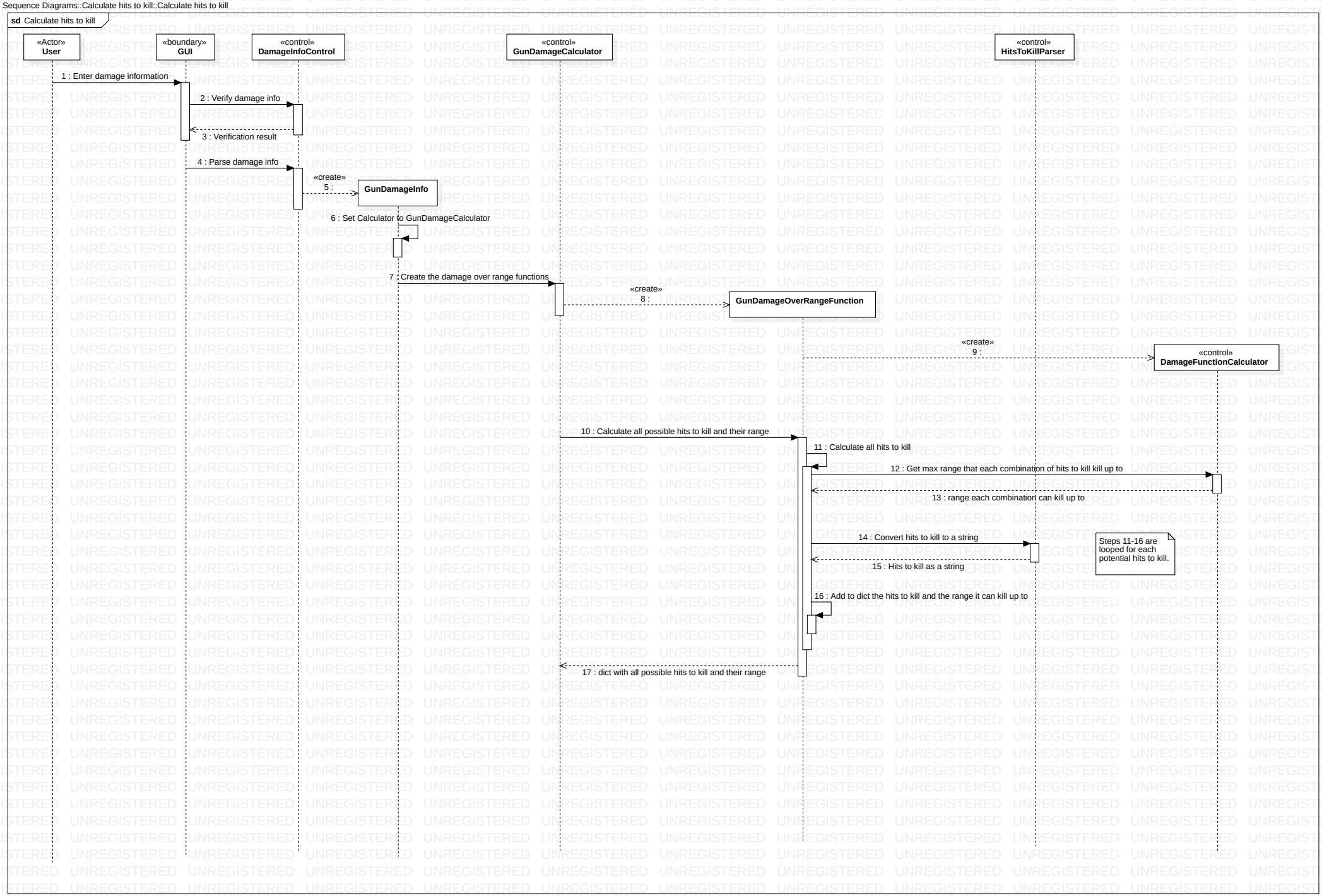


Activity Diagram - All use cases::All use cases

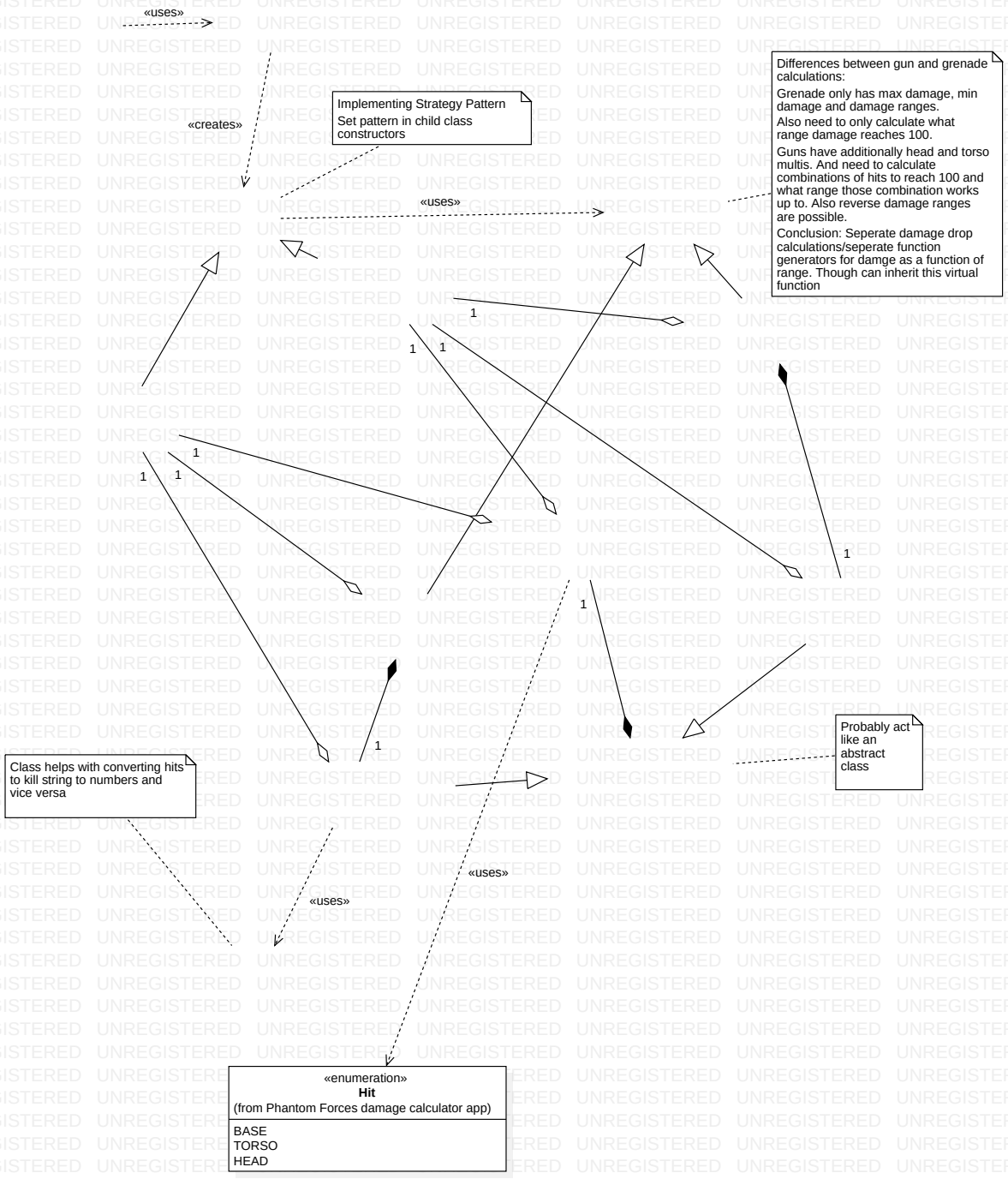
Activity Diagram - Calculate grenade kill radius::Calculate grenade kill radius



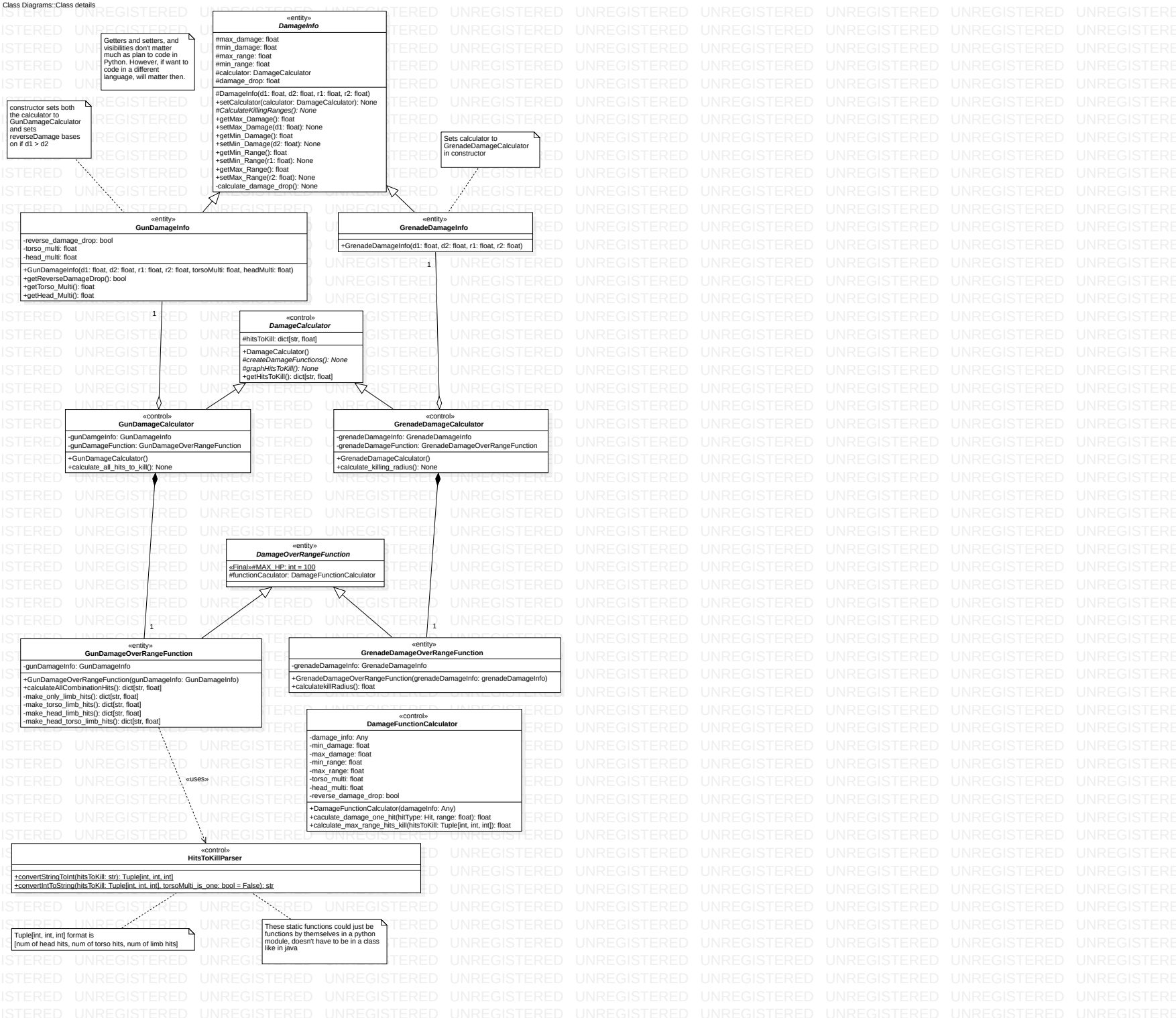
Sequence Diagrams::Calculate hits to kill::Calculate hits to kill



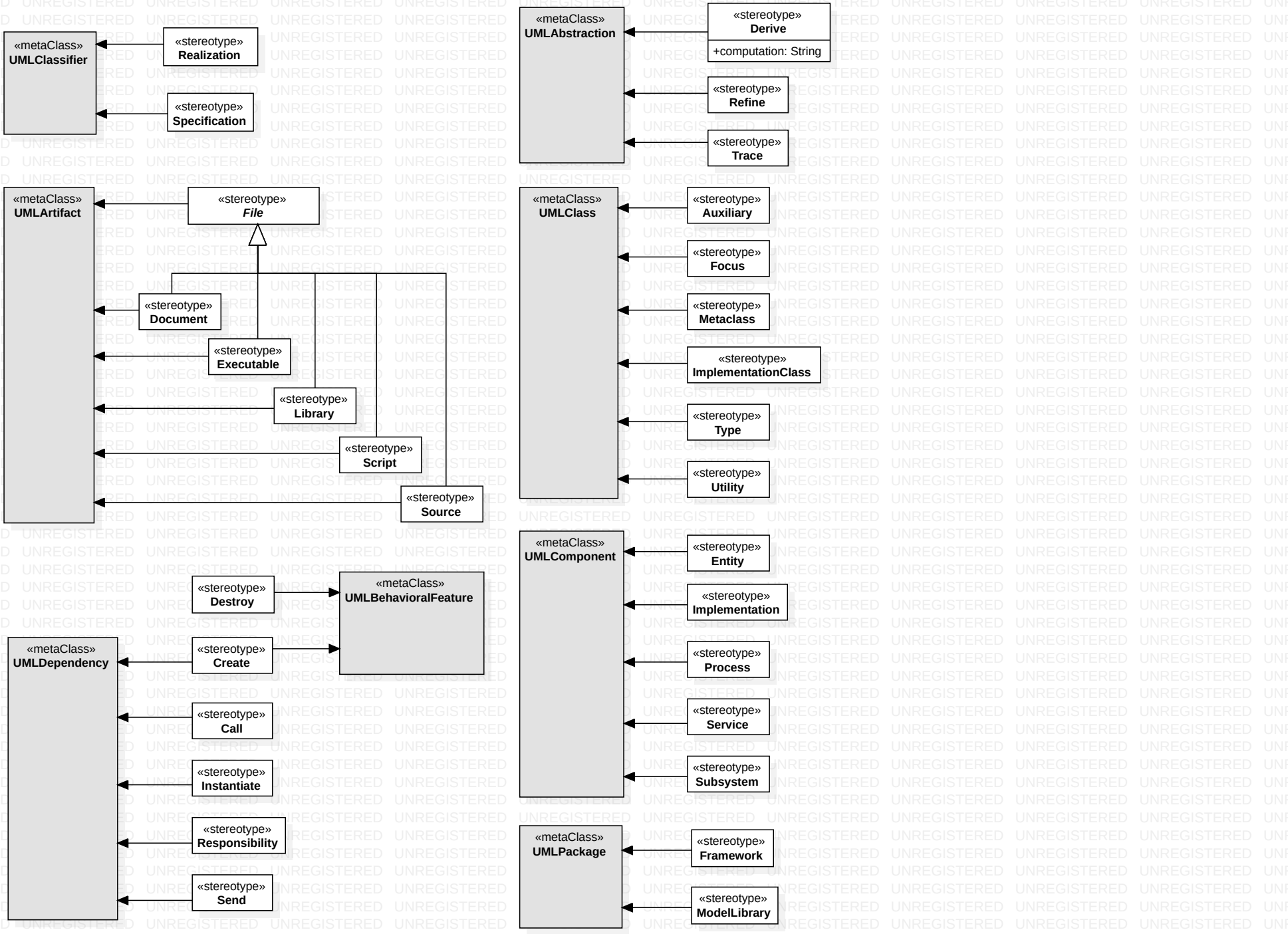
Class Diagrams::Class Relationships



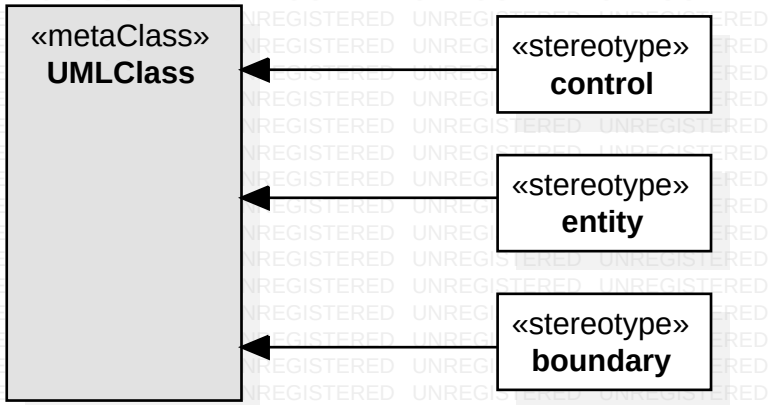
Class Diagrams::Class details



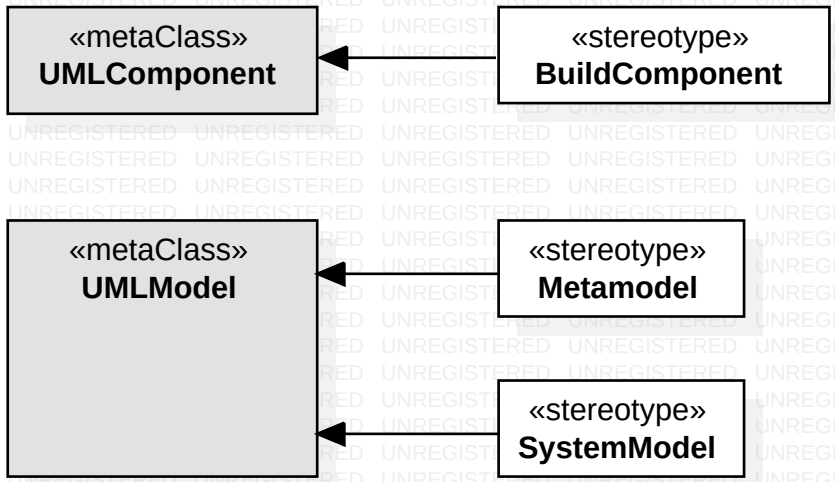
UMLStandardProfile::StandardProfileL2



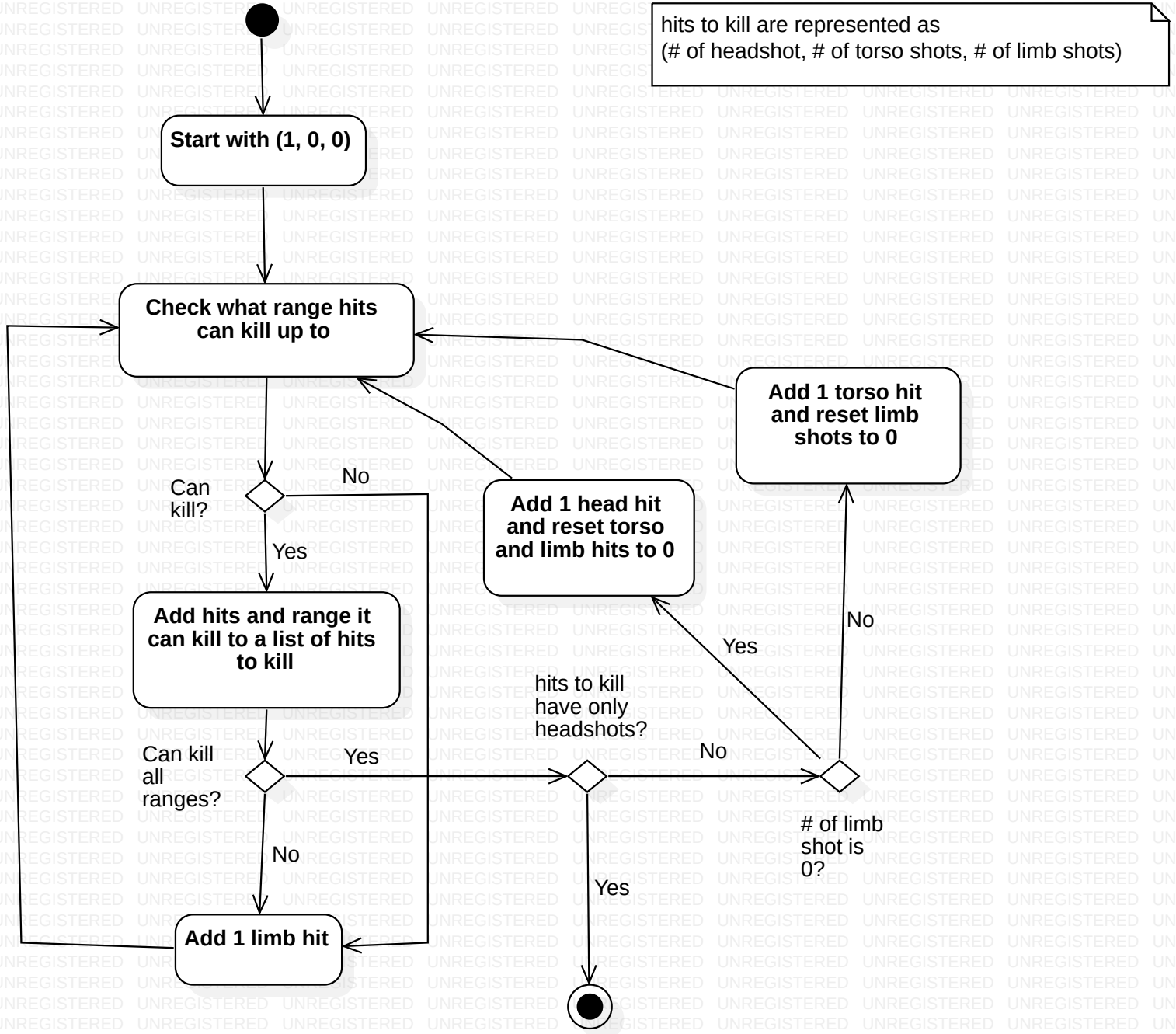
UMLStandardProfile::Robustness Stereotypes



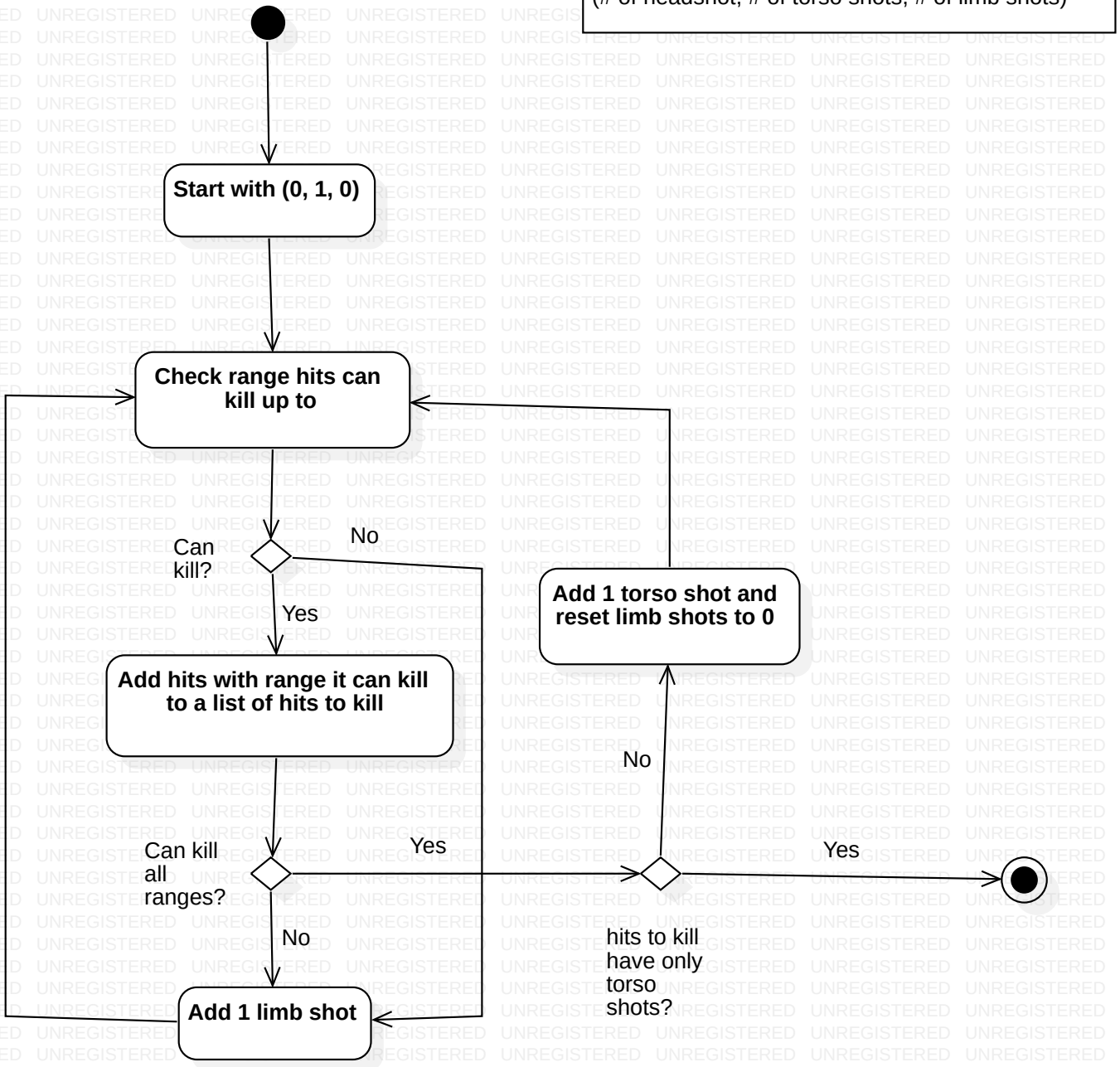
UMLStandardProfile::StandardProfileL3



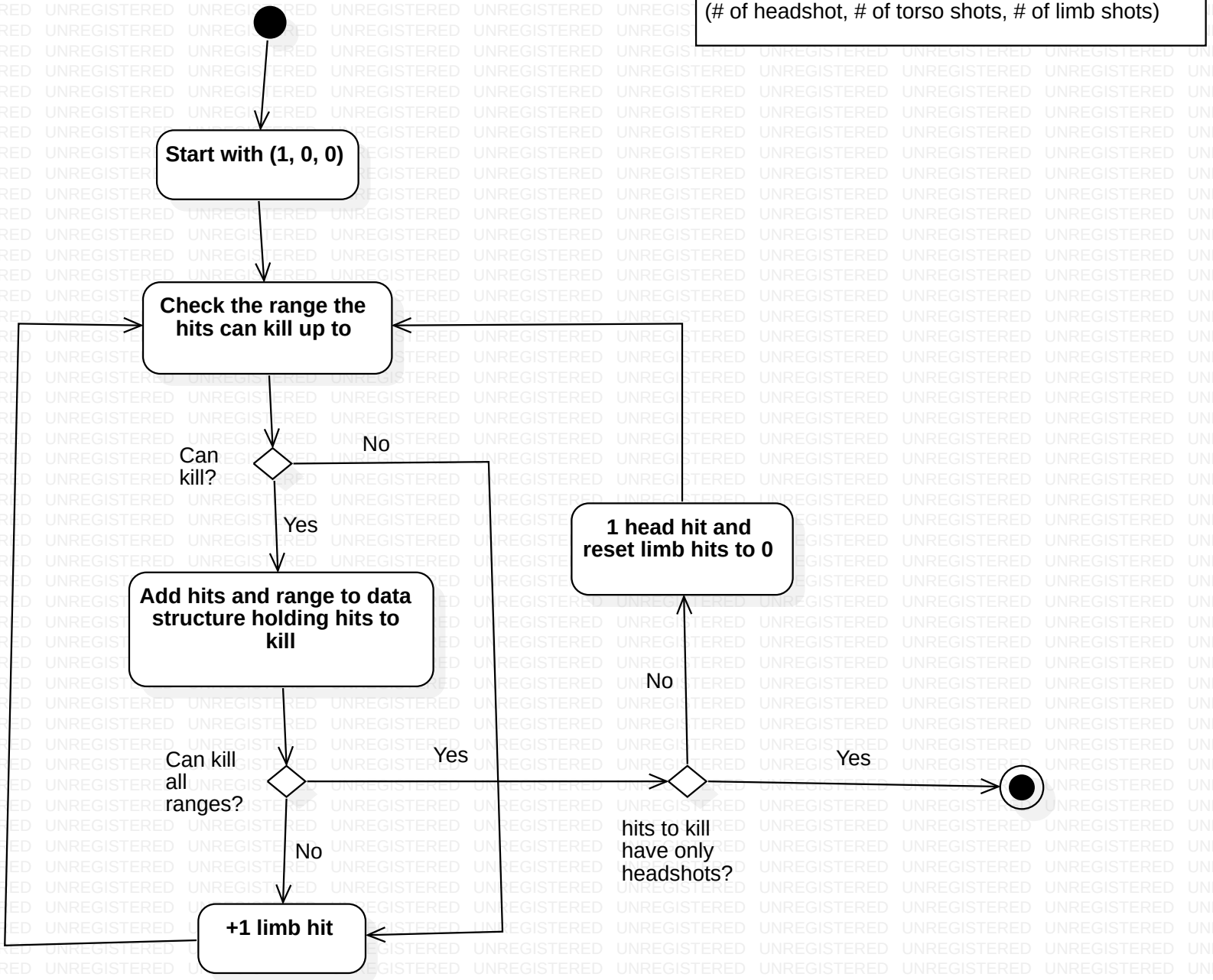
Activity Diagram - calculate all combination hits to kill::Calculate hits to kill - atleast 1 headshot



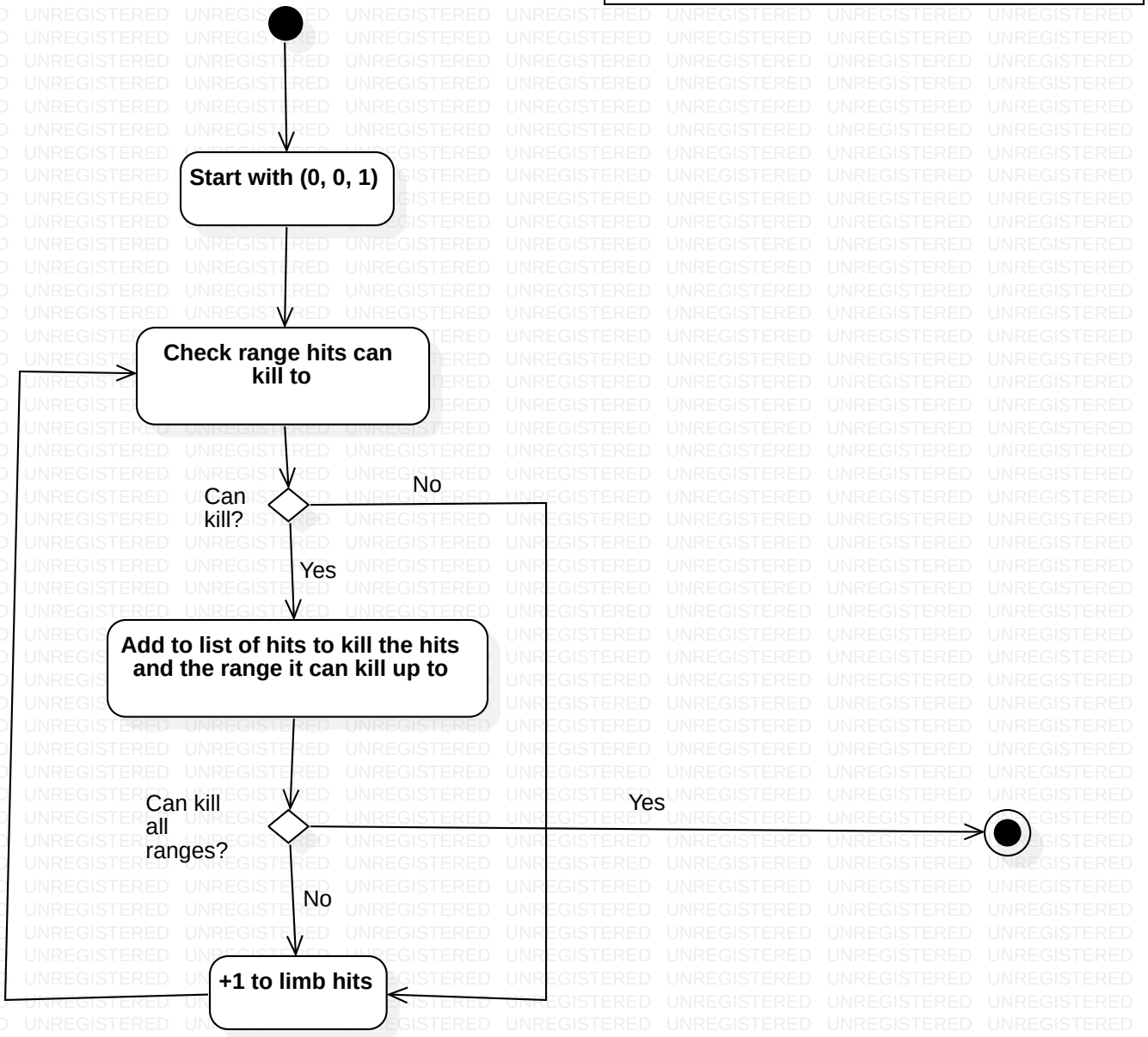
Activity Diagram - calculate all combination hits to kill::Calculate hits to kill - torso and limb only



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



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