







:Application

:Player

:Actor

:Bandit

:Samurai

:Grossmesser

:Wretch

&lt;&lt;create&gt;&gt;

Alt

case 1

&lt;&lt;create&gt;&gt;

&lt;&lt;create&gt;&gt;

getHittingPoint()

return

addWeaponToInventory(new Bandit().getWeaponItem())

&lt;&lt;create&gt;&gt;

getWeaponItem()

return

return

addWeaponToInventory(new Bandit().getWeaponItem())

&lt;&lt;create&gt;&gt;

getWeaponItem()

return

return

addWeaponToInventory(new Bandit().getWeaponItem())

&lt;&lt;create&gt;&gt;

getWeaponItem()

return

return

break

case 2

&lt;&lt;create&gt;&gt;

&lt;&lt;create&gt;&gt;

getHittingPoint()

return

addWeaponToInventory(new Samurai().getWeaponItem())

&lt;&lt;create&gt;&gt;

getWeaponItem()

return

return

addWeaponToInventory(new Grossmesser())

&lt;&lt;create&gt;&gt;

return

return

break

case 3

&lt;&lt;create&gt;&gt;

&lt;&lt;create&gt;&gt;

getHittingPoint()

return

addWeaponToInventory(new Wretch().getWeaponItem())

&lt;&lt;create&gt;&gt;

getWeaponItem()

return

return

break

