

This is for performing a skill under execute

Unrelated implementation, methods and classes not included for

REQ 4

CL_AppliedSession11_Group1
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world:World

allowableActions(actor, direction, map)

:LoneWolf

attack:AttackAction

weapon:weaponItem

target:Actor

Loop

[for each weapon
inside player's
inventory]

getSkill()

:weaponItem

skillAction:Action

Opt

[if skillAction != null]

add to actions

skillAction:Action

actions

execute(actor, map)

Opt

[if actor != tarnished]

getSkill(target, direction)

creates

:UnsheatheAction

skill

Opt

[if skill != null]

Loop

[if
RNG.getchance(50)]

execute(actor, map)

result

hurt(damage)

result