Getting a Potion from the Brewery
- the sequence diagram illustrates how the classes interacts to allow actors to get potions from the brewery

```
:ZombieWorld        destination        groundBrewery              :PotionFactory
                    :Location          :Brewery

opt
[if destination          getGround()
does not contain    ─────────────────────▶
an actor]
                    ◀ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─
                         groundBrewery

    allowableActions(actor, destination, direction)
    ───────────────────────────────────────────────▶

                                        super.AllowableActions(actor, destination, direction): actions

                                              getPotion()
                                        ─────────────────────────────▶
                                        ◀ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─
                                              potion

                                              GetPotionAction(potion)              getPotionAction
                                        ──────────────────────────────────────────▶  :GetPotionAction

                                              add(getPotionAction)

                    ◀ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─
                               actions
```