Sequence Diagram for PurchasingItemAction

:VendingMachine	:Fruit	:BrachiosaurEgg	:AllosaurEgg	:LazerGun	:CanivoreMealKit	:VegetarianMealKit	:Player	:PurchaseItemAction

creates → :Fruit

arraylist.add ⇠

creates → :BrachiosaurEgg

arraylist.add ⇠

creates → :AllosaurEgg

arraylist.add ⇠

creates → :LazerGun

arraylist.add ⇠

creates → :CanivoreMealKit

arraylist.add ⇠

creates → :VegetarianMealKit

arraylist.add ⇠

getEcopoints → :Player

Ecopoints ⇠

Loop [For item in arraylist]
  Opt [if shopItem == item]
    getCost

Opt [if ecopoints >= 0]
  check condition → :PurchaseItemAction

setEcopoints ⇠

addItemToInventory ⇠