In your Goon Behavior sequence diagram, explain (in details) what each of execute() calls does, which class objects are involved, and any associated results of the calls.

execute() methods belong to the Action class, they are called from the world class, when processing an actor’s turn, each actor returns an action after the world class calls the actor’s playturn() method, and the world the calls execute().

In the first case, a move actor action is executed when the goon manifests the follow behaviour, execute() causes the action to move the player, using the map object. It returns a summary string like “goon moved to the east” .

In the second case, a shout action is returned by the shout behaviour 10% of the time. When the world calls the execute() method, it will return a description of the action. Eg “the goon screams ‘go away’ to player”

In the third case, the attack action is returned from the goons playturn() method, and execute() causes the attack action class to edit the player class, and once again a descriptive string is returned to be printed out by the world class. “goon attacks player for 5 damage”