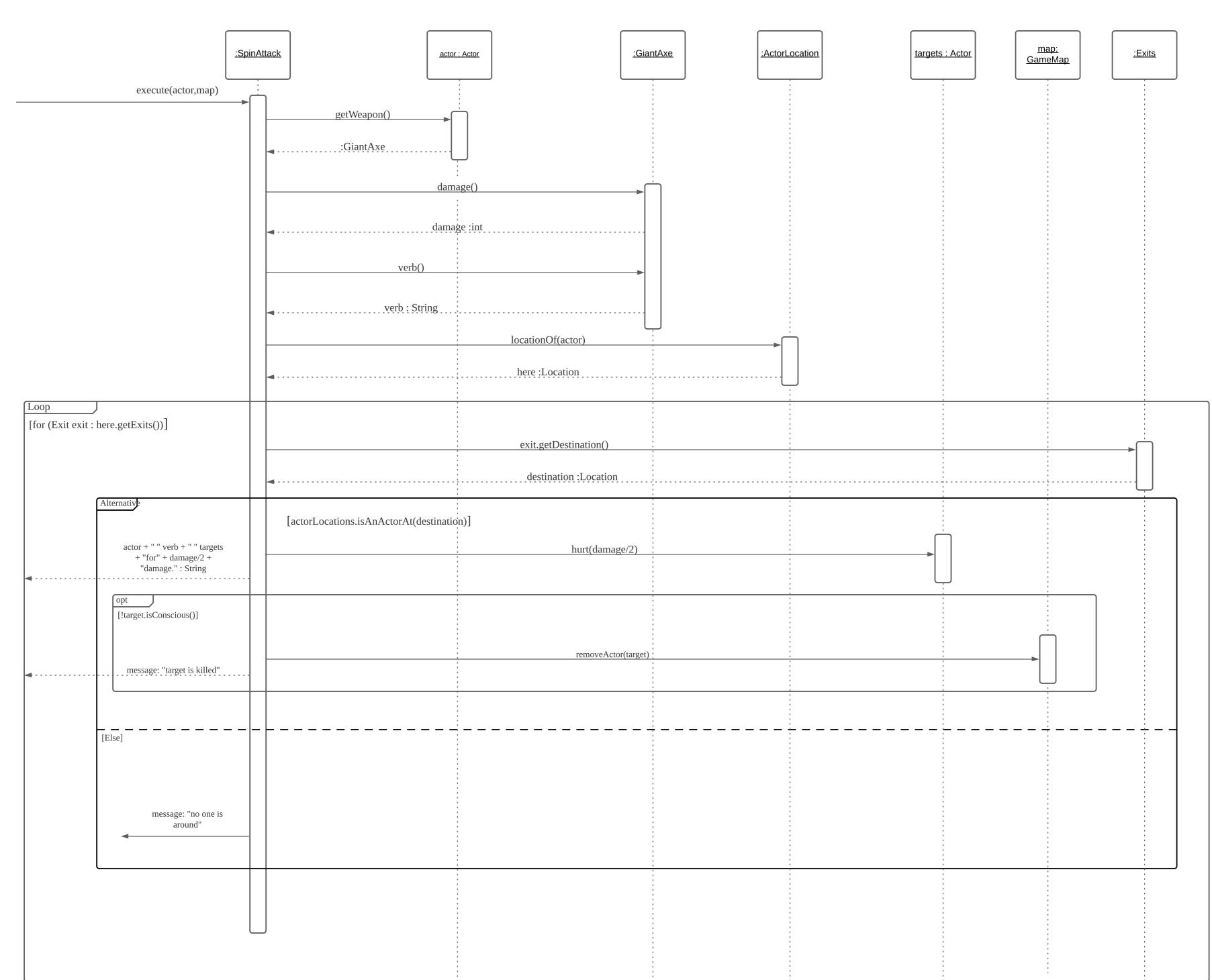
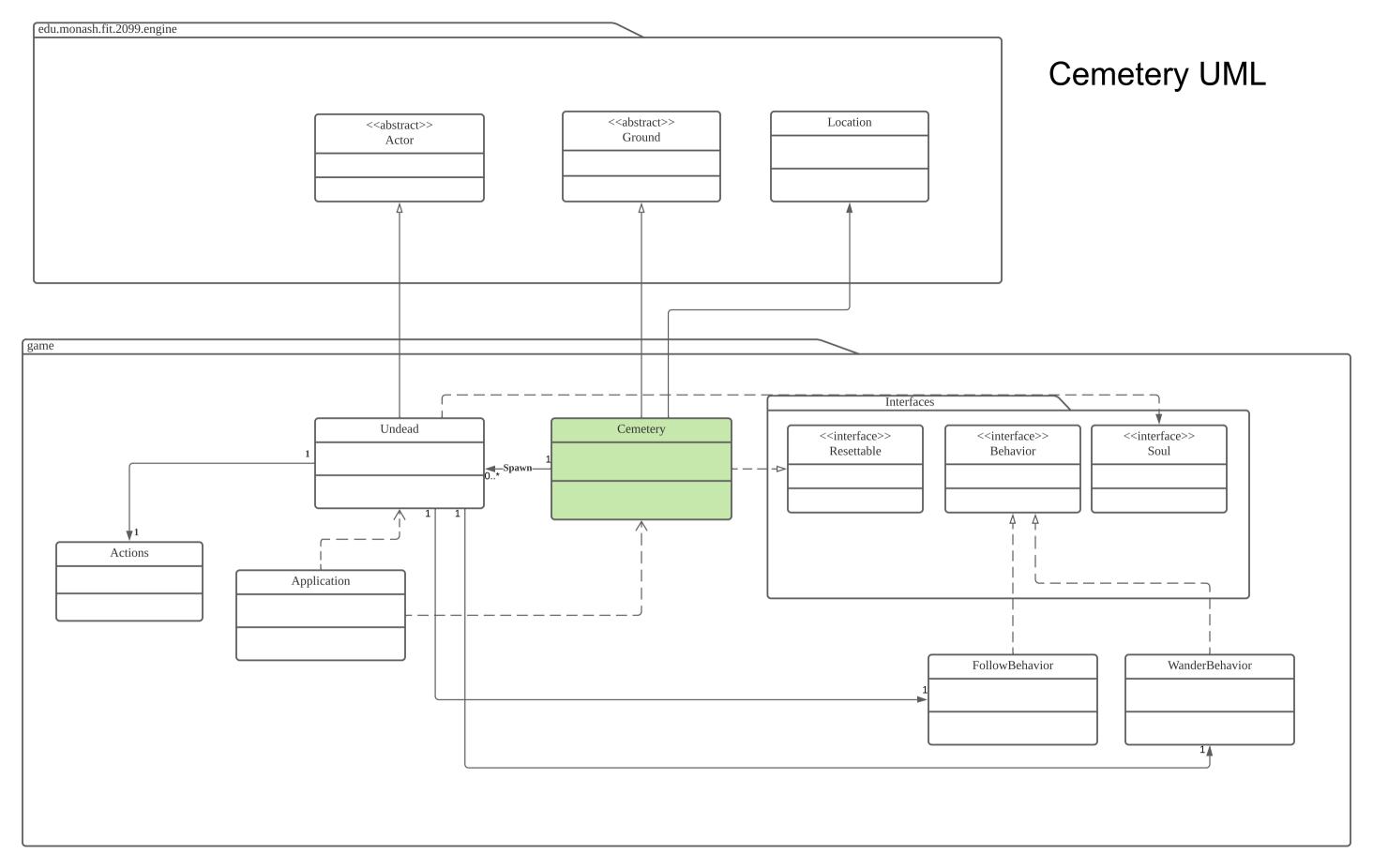
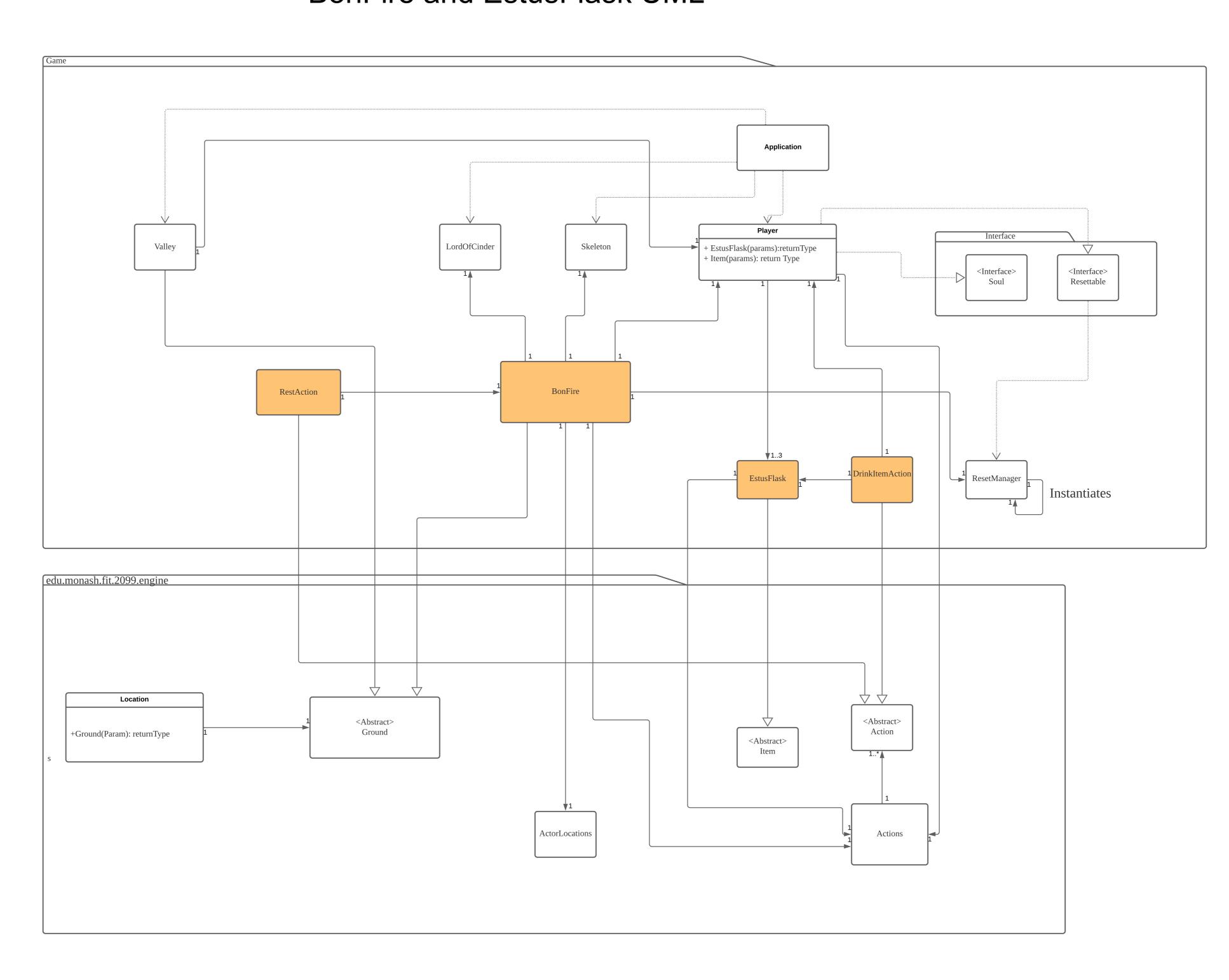
UML sequence diagram - SpinAttack.execute()





BonFire and EstusFlask UML



UML sequence diagram - DrinkItemAction.execute() <u>Unkindled</u>: Player :DrinkItemAction :EstusFlask execute(actor,map) getEstusFlask() estusFlask : EstusFlask isEmpty() :boglean [if isEmpty()] 'No charges remaining' useCharges() [else] setCharges(getCharges() - 1) 'Player has been healed and the remaining of estus flask is ' + heal(0.4*(Player.getMaxHP())) getCharges()

