Storm Ruler Attack

Participants:
- Player
- :Storm Ruler Controller
- Storm Ruler charge counter:StormRuler
- Location:GameMap
- weapon:Weapon
- target:Actor

OPT — Storm Ruler is not fully charged

- Player → Storm Ruler charge counter:StormRuler : **Charge()**
- Storm Ruler charge counter:StormRuler ⇠ Player : **Charge Message:String**

- Player → Storm Ruler charge counter:StormRuler : **removeChargeAction()**
- Storm Ruler charge counter:StormRuler ⇠ Player : **WindSlashAction():Action**

OPT — When player is at adjcent of Boss

- Player → Location:GameMap : **WindSlash()**
- Location:GameMap ⇠ :Storm Ruler Controller : **Success Feedback**
- :Storm Ruler Controller → weapon:Weapon : **Set Chance to hit(100%)**
- weapon:Weapon ⇠ :Storm Ruler Controller : **newHitRate:int**
- :Storm Ruler Controller → weapon:Weapon : **Double damage()**
- weapon:Weapon ⇠ :Storm Ruler Controller : **newDamage :int**
- :Storm Ruler Controller → weapon:Weapon : **setStunEffect()**
- weapon:Weapon ⇠ :Storm Ruler Controller : **Stun Effect Added**
- :Storm Ruler Controller → weapon:Weapon : **verb()**
- weapon:Weapon ⇠ :Storm Ruler Controller : **verb:String**
- :Storm Ruler Controller → target:Actor : **hurt(damage)**
- target:Actor ⇠ :Storm Ruler Controller : **Success feedback**
- :Storm Ruler Controller → Storm Ruler charge counter:StormRuler : **CloseAttackAction()**
- Storm Ruler charge counter:StormRuler ⇠ Player : **Closed Attack Feedback:String**
- :Storm Ruler Controller → Storm Ruler charge counter:StormRuler : **openChargeAction()**
- Storm Ruler charge counter:StormRuler ⇠ Player : **Action Opened Feedback:String**