DarkmoonLongBow Range
detect and attack

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Player          Darkmoon Long Bow :      Allowable actions      RangeAttack:Action      target:Actor
                Darkmoon Long Bow
```

Actor holding this weapon and pass actor object

tick(location, actor)

OPT — When there's enemy in range

add(RangeAttack(target,direction))

getAllowableActions()

Allowable Actions:Actions

OPT — When there's enemy in range
and player chooses to attack
it

run()

excute()

ALT — When there's no wall Blocking
the weapon

getWeapon()

Weapon

Chance to hit()

hitRate:int

damage()

damage :int

hurt(damage)

Success feedback

When there's a wall Blocking
the weapon attack

Wall Blocked attack feedback