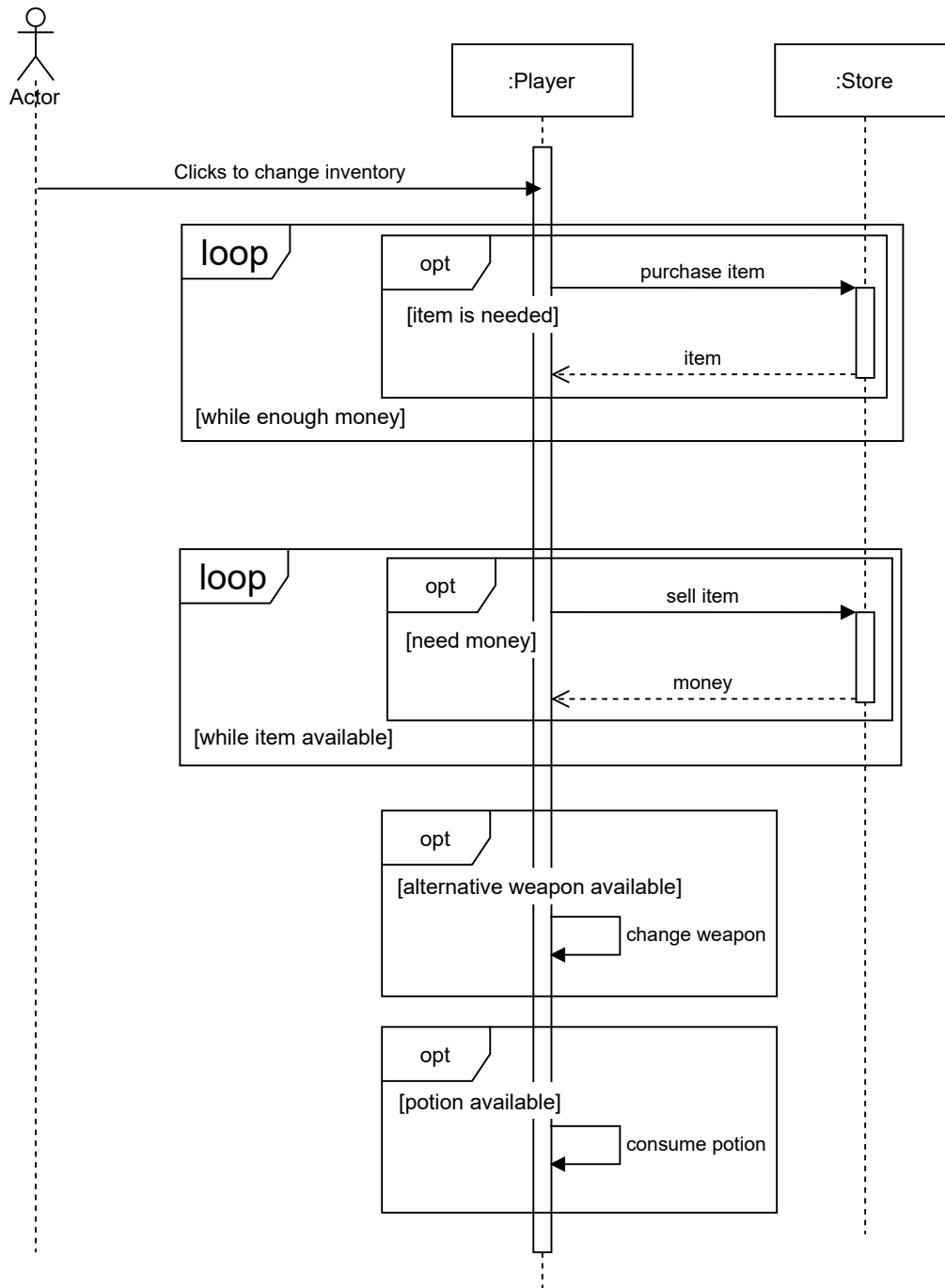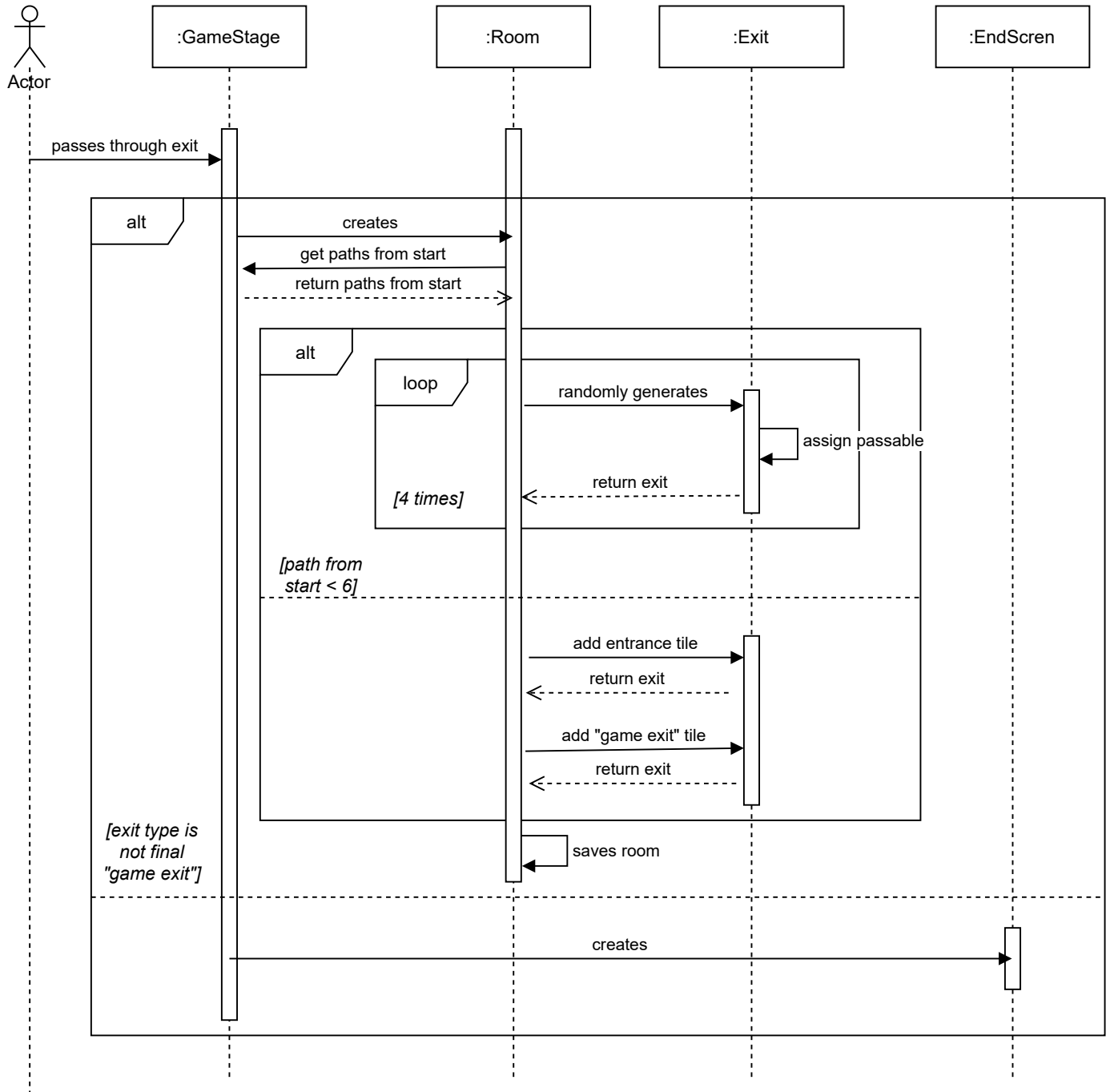# Sequence Diagram 1:

User Story: As a player, I want to buy and sell items at the stores so that I can have better equipment to fight
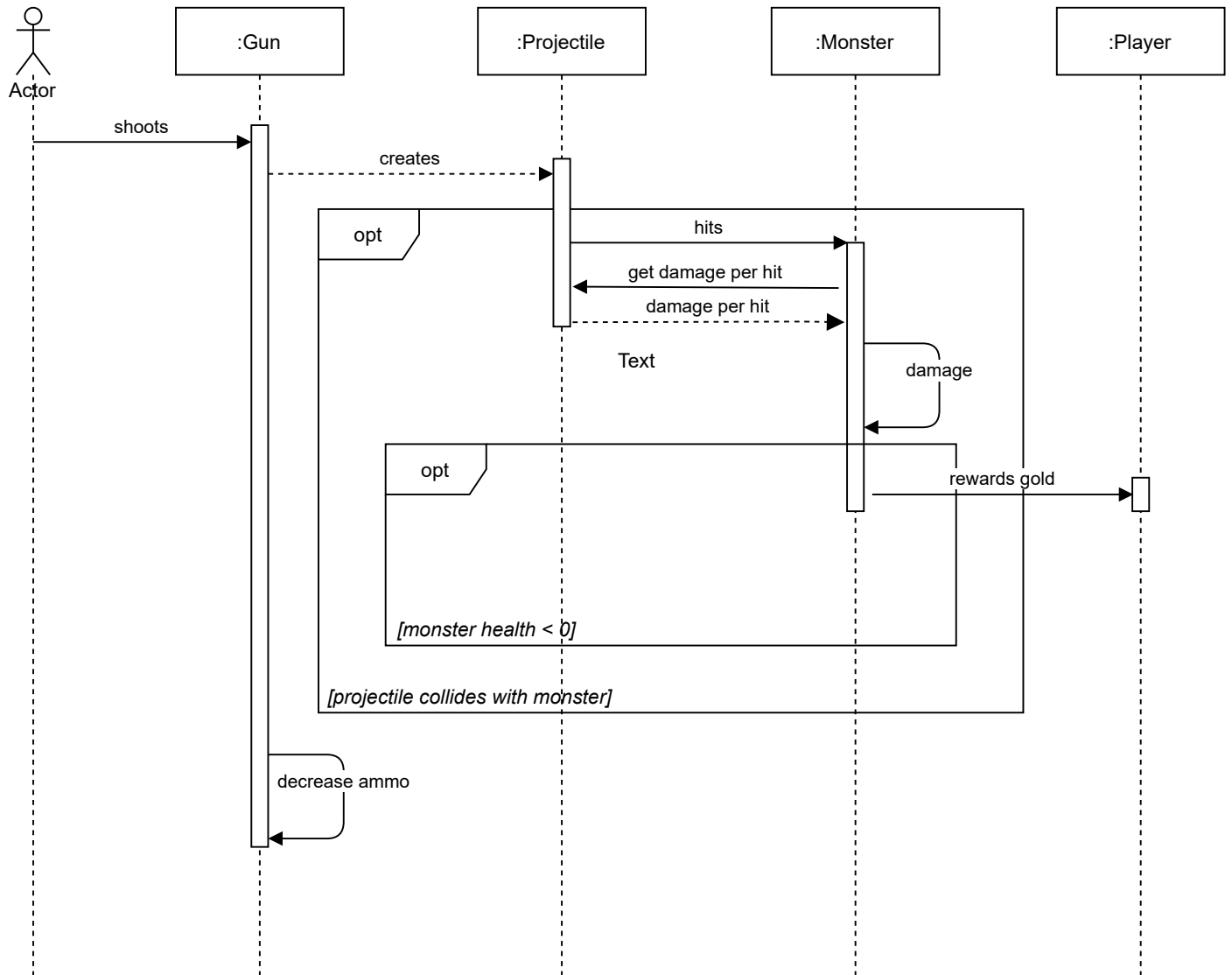
Sequence Diagram 2:

User story: As a player, I want to find the last room of the dungeon so that I can win the game.

Sequence Diagram 3:

User Story: As a player, I want to shoot and defeat monsters for gold.

Sequence Diagram 4:

User Story: As a player, I want to open chests to equip hidden loot