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

```
                    :Player              :Chest               :Loot

                       │      opens        │                    │
                       ├──────────────────>│                    │
                       │                   │   generates loot   │
                       │                   ├───────────────────>│
                       │                   │                    │
                       │   shows generated items                │
                       │<╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌│
    loop ╲             │                   │                    │
         ╲             │                   │                    │
          opt ╲        │        equip item                      │
               ╲       ├───────────────────────────────────────>│
                       │ previous item removed                  │
                       │←┐                 │                    │
                       │←┘                 │                    │
                       │  equip item on player                  │
                       │<╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌╌│
                       │                   │  remove equipped   │
                       │                   │  item from chest   │
                       │                   │                 ┌←│
                       │                   │                 └─│
          [player chooses to equip items]                     │
                       │                   │                    │
          [Until chest is empty]           │                    │
                       │                   │                    │
```
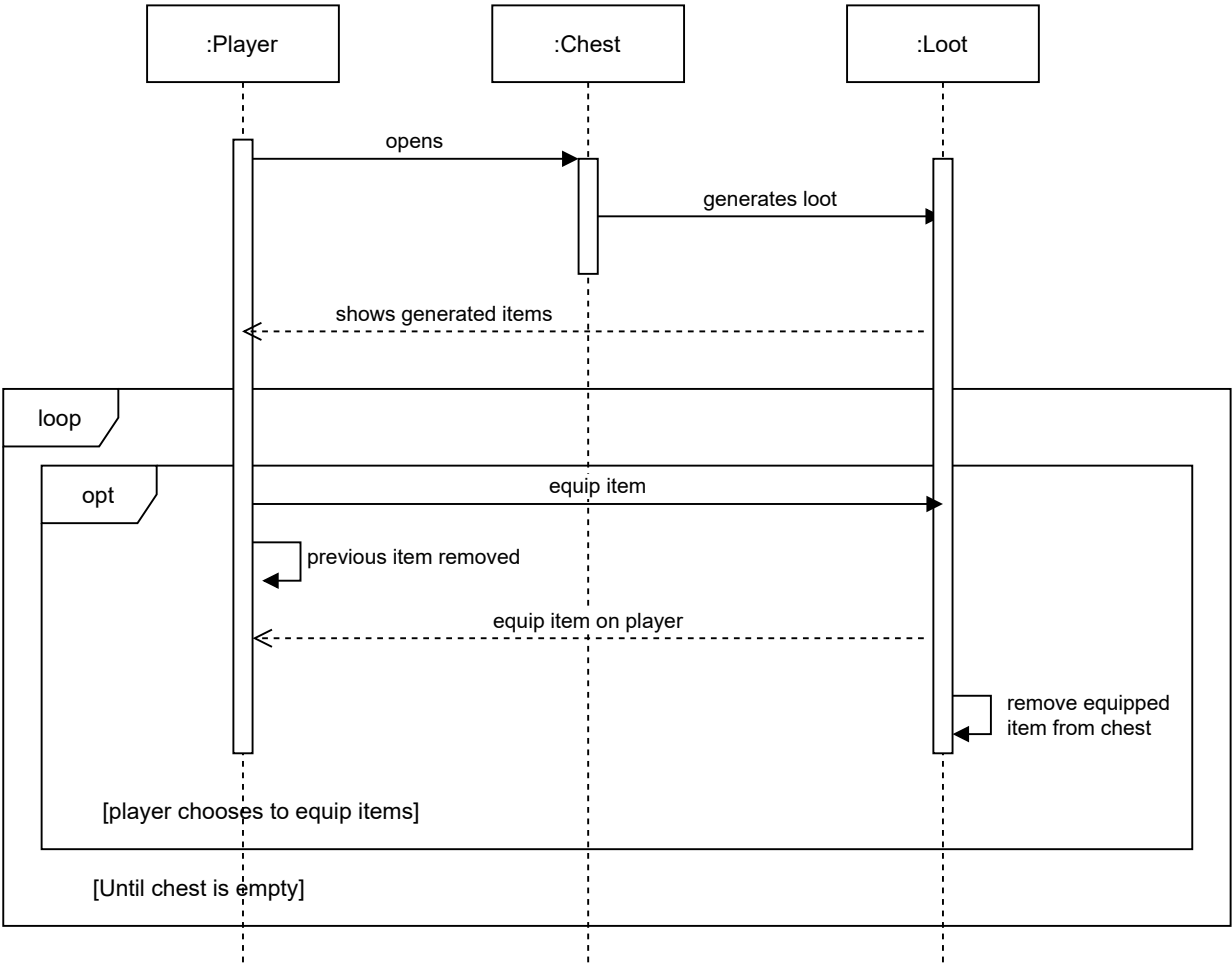
User Story: As I player, I want to shoot and defeat monsters for gold.

```
User        :Gun        :Projectile      :Monster        :Player

  |  shoots    |              |              |              |
  |----------->|              |              |              |
  |            |    creates   |              |              |
  |            |------------->|              |              |
  |            |         ____ |              |              |
  |            |   opt  /     |     hits     |              |
  |            |       /      |------------->|              |
  |            |      | get damage per hit   |              |
  |            |      |<------|              |              |
  |            |      |   damage per hit     |              |
  |            |      |- - - - - - - - - - ->|              |
  |            |      |       Text           |              |
  |            |      |              |    damage            |
  |            |      |              |       -\             |
  |            |      |              |<------/              |
  |            |      |   _____      |              |
  |            |      |  / opt       |  rewards gold        |
  |            |      | /            |--------------------->|
  |            |      ||             |              |
  |            |      ||             |              |
  |            |      ||[monster health < 0]        |
  |            |      ||             |              |
  |            |      |[projectile collides with monster]  |
  |  decrease  |      |             |              |
  |    ammo    |                                          |
  |   -\       |                                          |
  |<--/        |                                          |
```

[monster health < 0]

[projectile collides with monster]
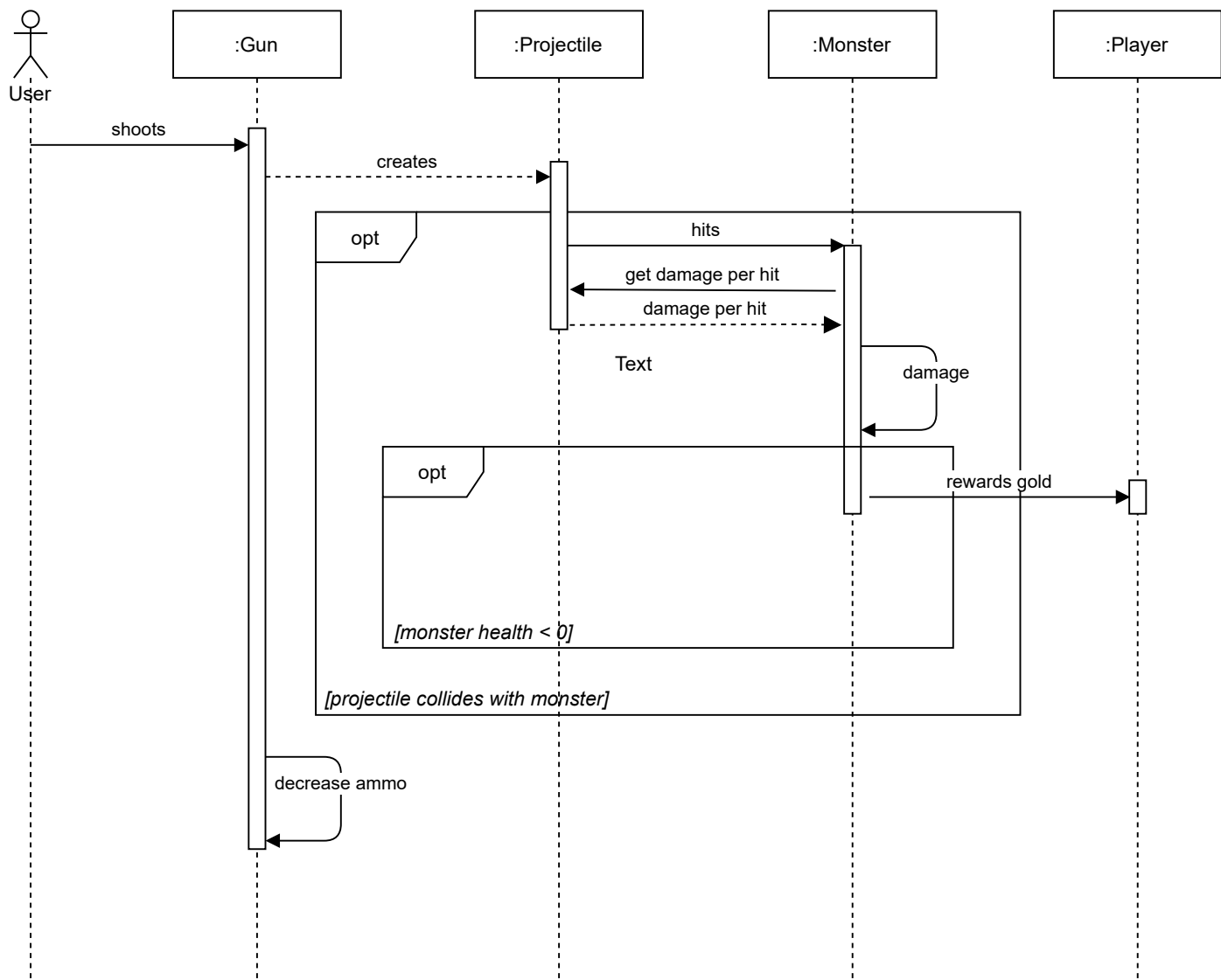
User story: As a player, I want to find the last room of the dungeon so that I can win the game.

```
                :GameStage              :Room                :Exit              :EndScren

passes through exit
●──────────────────────┐
                       │
 ┌ alt ┐               │      creates
 │     │               ├──────────────────►│
 │     │               │  get paths from start
 │     │               │◄──────────────────┤
 │     │               │  return paths from start
 │     │               │- - - - - - - - - -►
 │     │               │   ┌ alt ┐
 │     │               │   │     │    ┌ loop ┐      randomly generates
 │     │               │   │     │    │      ├──────────────────►│
 │     │               │   │     │    │      │              assign passable
 │     │               │   │     │    │      │                   │◄──┐
 │     │               │   │     │    │      │      return exit   │   │
 │     │               │   │     │    │ [4 times]◄- - - - - - - - ┤
 │     │               │   │     │    └──────┘
 │     │               │   │[path from
 │     │               │   │start < 6]
 │     │               │   ├──────────────────────────────────────
 │     │               │           add entrance tile
 │     │               │   ├──────────────────►│
 │     │               │   │      return exit   │
 │     │               │   │◄- - - - - - - - - -┤
 │     │               │   │     add "game exit" tile
 │     │               │   ├──────────────────►│
 │     │               │   │      return exit   │
 │     │               │   │◄- - - - - - - - - -┤
 │     │               │   └
 │[exit type is        │   saves room
 │ not final           │◄──┐
 │"game exit"]         │   │
 ├─────────────────────────────────────────────────────────────────
 │                              creates
 ├──────────────────────────────────────────────────────────────►│
 └
```
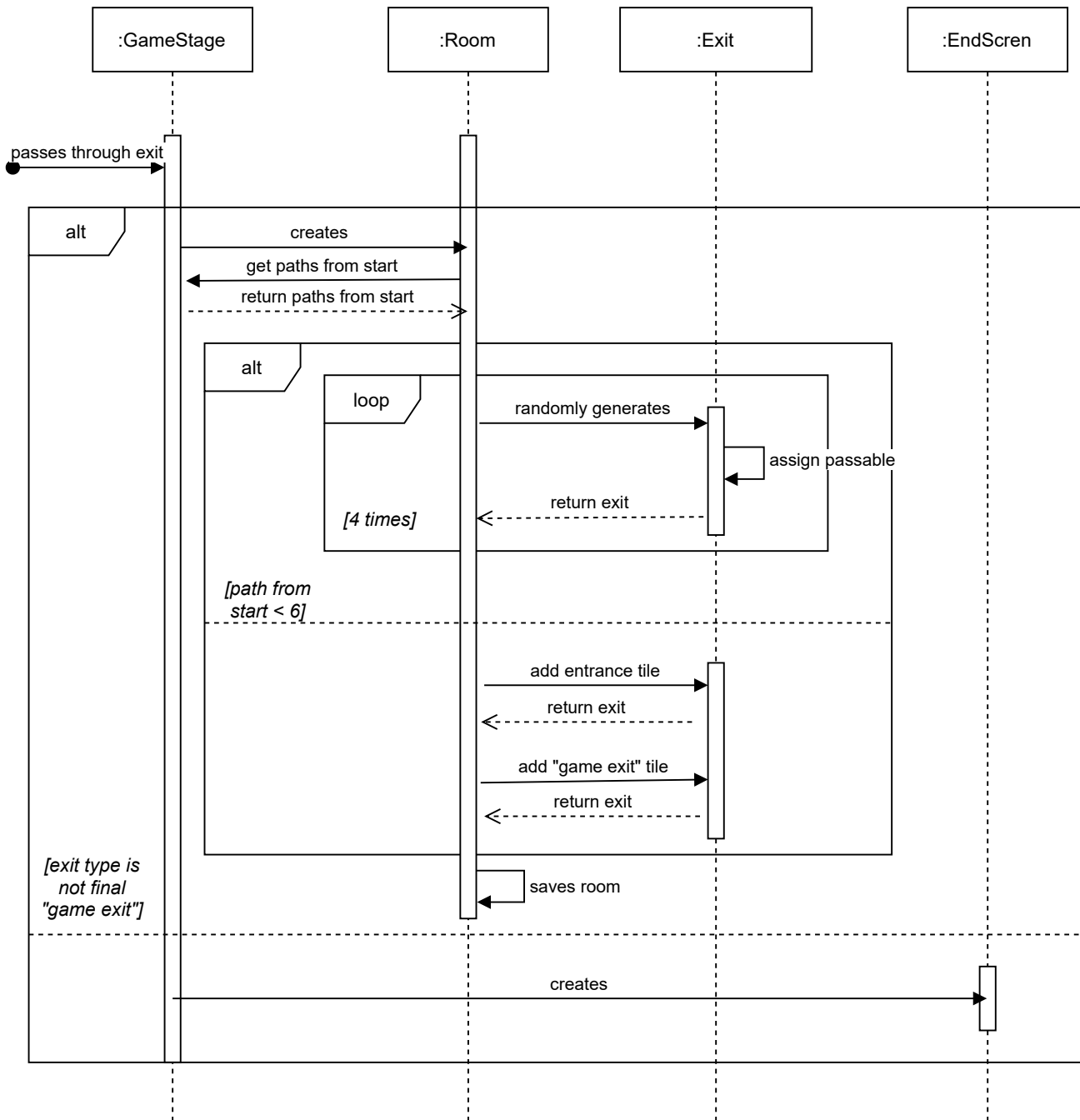
User Story: As a player, I want to buy and sell items at the stores so that I can have better equipment to fight

```
              :Player                      :Store

  loop  ┌─────────────────────────────────────────────┐
        │  opt ┌──────────────────────────────────┐    │
        │      │         purchase item            │    │
        │      │ [item is needed]                 │    │
        │      │                                  │    │
        │      │             item                 │    │
        │      └──────────────────────────────────┘    │
        │ [while enough money]                         │
        └─────────────────────────────────────────────┘


  loop  ┌─────────────────────────────────────────────┐
        │  opt ┌──────────────────────────────────┐    │
        │      │           sell item              │    │
        │      │ [need money]                     │    │
        │      │                                  │    │
        │      │            money                 │    │
        │      └──────────────────────────────────┘    │
        │ [while item available]                       │
        └─────────────────────────────────────────────┘


  opt ┌────────────────────────────────────┐
      │ [alternative weapon available]     │
      │                                    │
      │              change weapon         │
      └────────────────────────────────────┘

  opt ┌────────────────────────────────────┐
      │ [potion available]                 │
      │                                    │
      │              consume potion        │
      └────────────────────────────────────┘
```