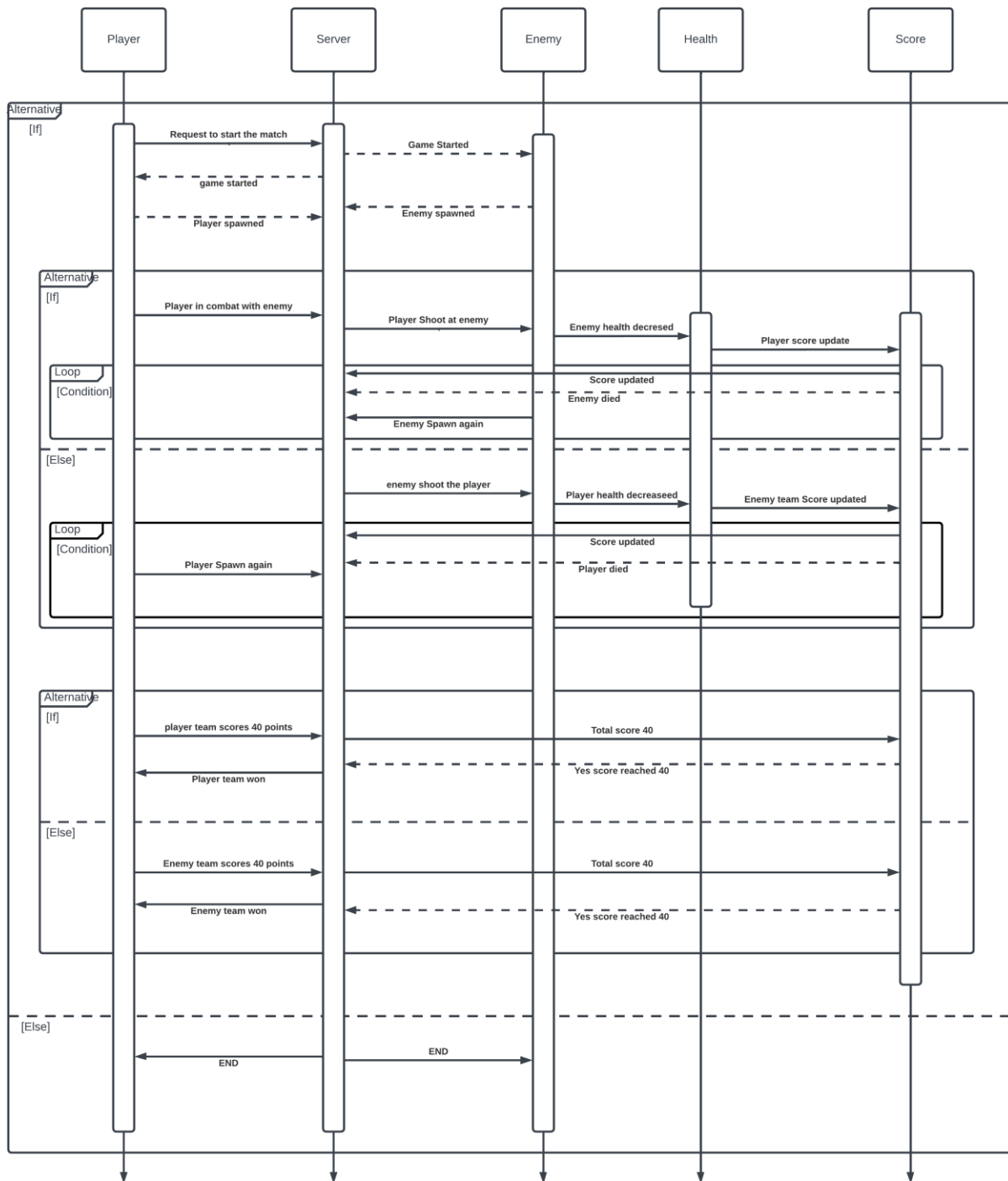


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## Sequence Diagram PUBG : TDM mode



- In the above sequence diagram, we can see that first player sends a request to server to start the match then server responds to player that the match is started and also responds to Enemy (opponent) that the match is started.
- The diagram shows sequence of events that occur during the match. We can see that in a if-else condition, if player shoots at the enemy then enemy health gets decreased and the score bar updates. Then scorebar responds server that the score is updated and the enemy is dead. Else, the enemy shoots at the player then player health gets decreased and the score bar updates. This process takes place in a loop from shooting at the opponent to score bar updates and player respawn in the match.
- In another alternative box with if-else condition, if player team score 40 points then it asks the server and then server confirms with score bar for player team's score. The score bar replies with yes or no. Else, the same Enemy team asks the server for score confirmation. Either team scores 40 points win the game.
- This whole process also takes place in the alternative box. Where with the condition is If then the whole match process takes in place. Else, it's end.