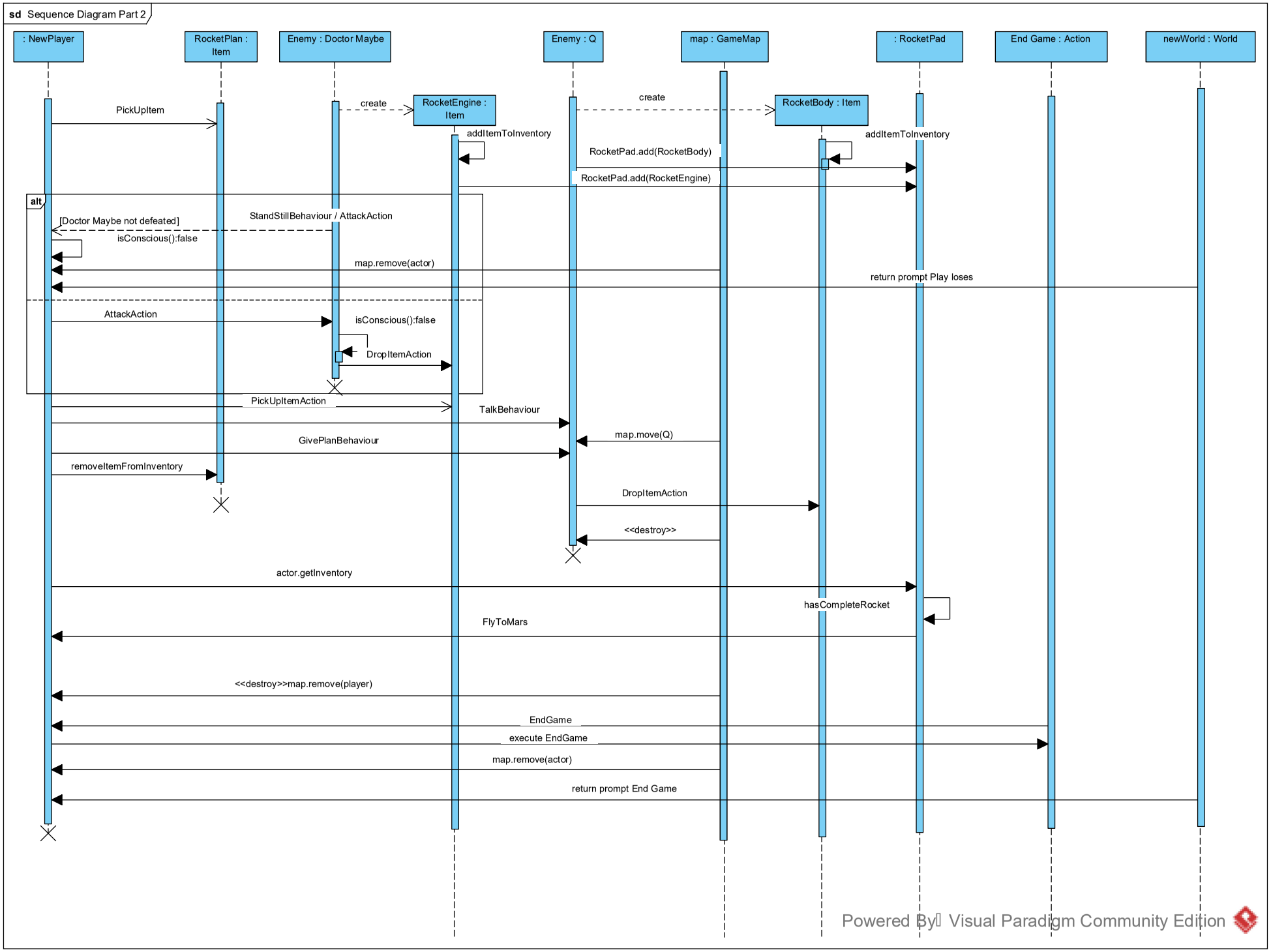
sd Sequence Diagram Part 2
: NewPlayer
RocketPlan : Item
Enemy : Doctor Maybe
Enemy : Q
map : GameMap
: RocketPad
End Game : Action
newWorld : World
PickUpItem
create
RocketEngine : Item
create
RocketBody : Item
addItemToInventory
addItemToInventory
RocketPad.add(RocketBody)
RocketPad.add(RocketEngine)
alt
[Doctor Maybe not defeated]
StandStillBehaviour / AttackAction
isConscious():false
map.remove(actor)
return prompt Play loses
AttackAction
isConscious():false
DropItemAction
PickUpItemAction
TalkBehaviour
GivePlanBehaviour
map.move(Q)
removeItemFromInventory
DropItemAction
<<destroy>>
actor.getInventory
hasCompleteRocket
FlyToMars
<<destroy>>map.remove(player)
EndGame
execute EndGame
map.remove(actor)
return prompt End Game
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