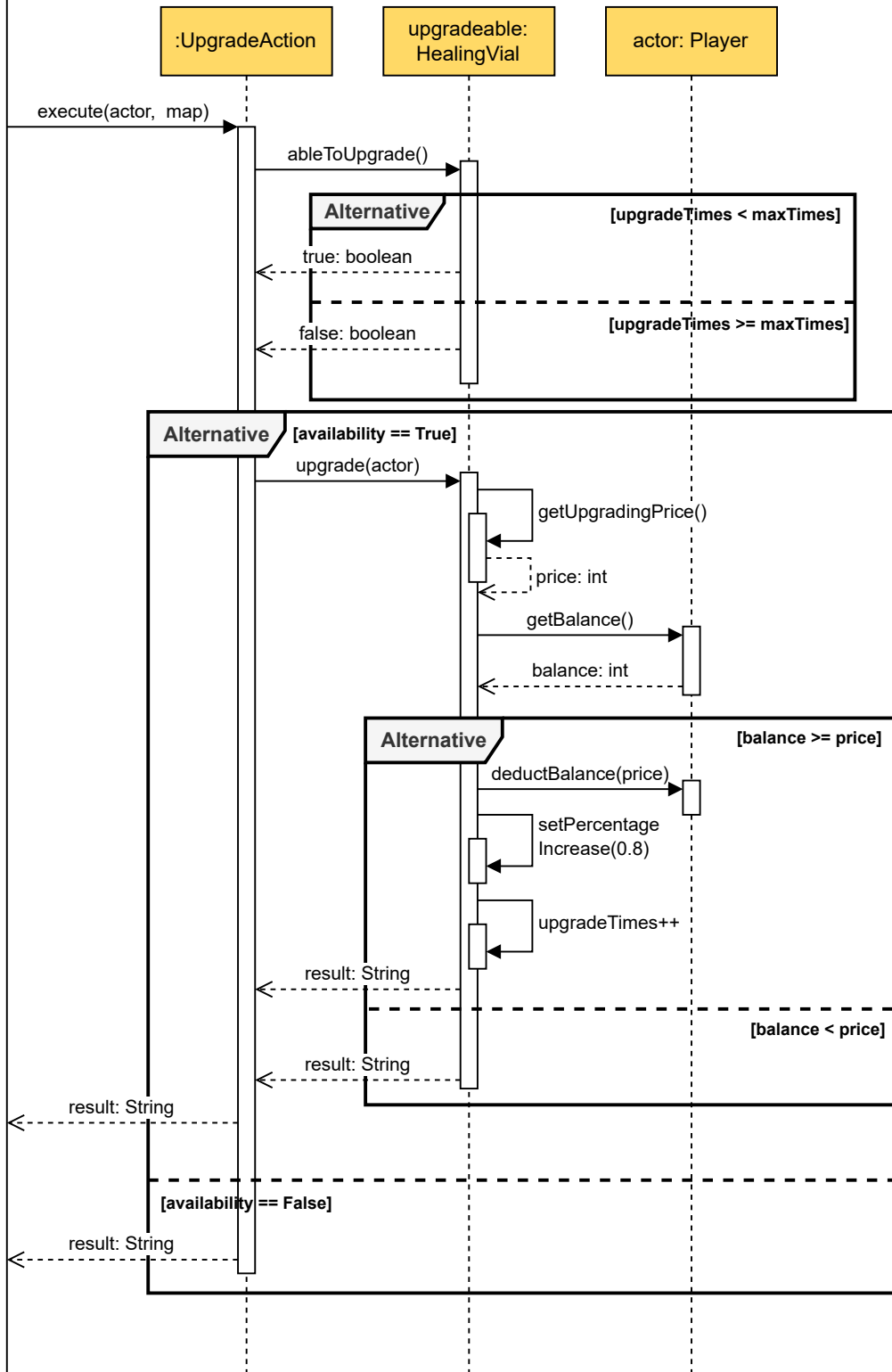
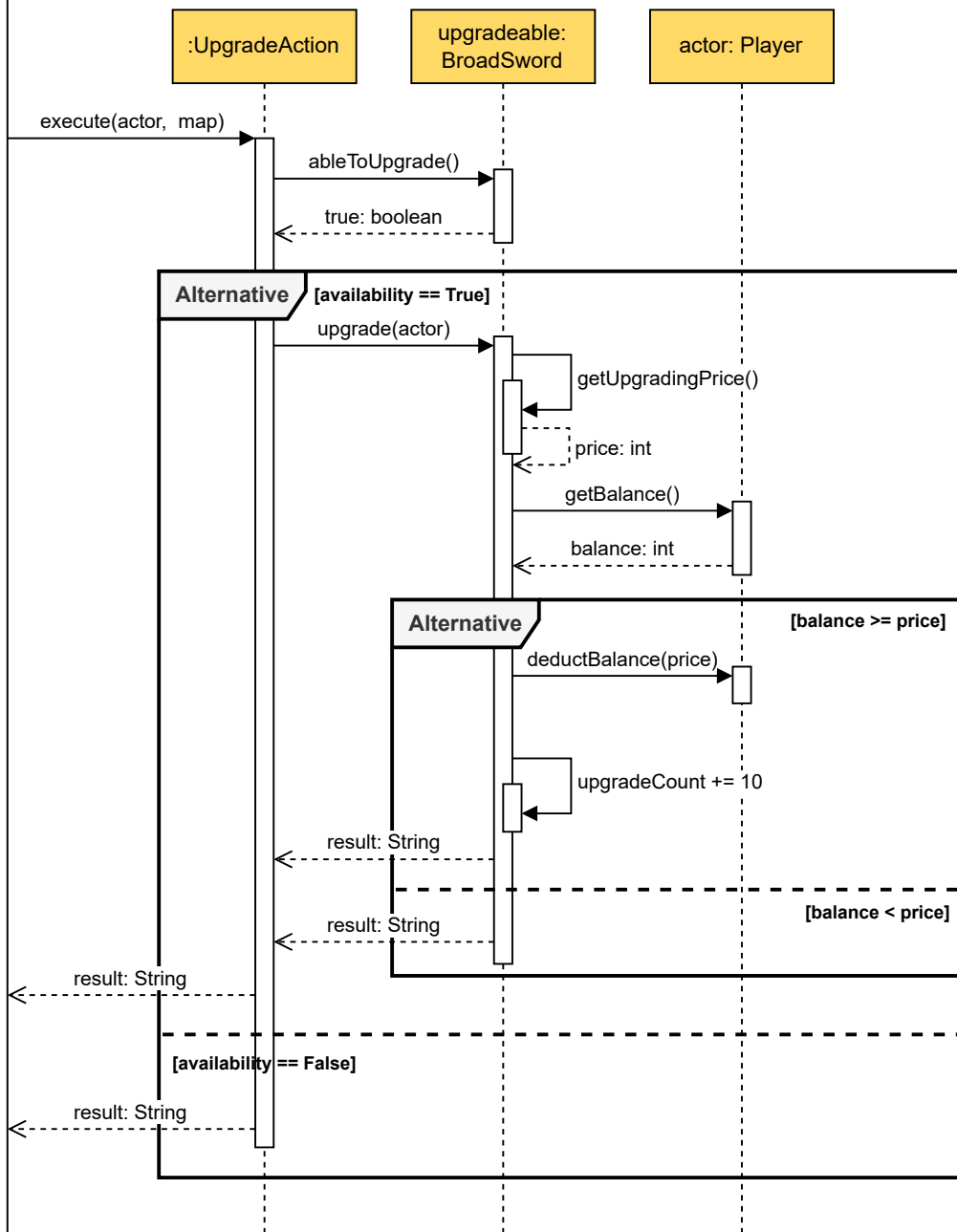


When player want to upgrade either HealingVial or RefreshingFlask



This sequence diagram pertains to the consumable package, encompassing HealingVial and RefreshingFlask items. While the diagram was originally developed using HealingVial as an illustrative example, it is important to note that the program functions seamlessly for RefreshingFlask as well. The key aspect highlighted here is that the decision to upgrade is determined by the return value, which can be either true or false, contingent upon the number of prior upgrades that have occurred.

When player want to upgrade either BroadSword or GreatKnife



This sequence diagram pertains to a weapon package comprising the BroadSword and GreatKnife items. Although the diagram was initially created with the BroadSword as the primary example, it's crucial to emphasize that the program seamlessly accommodates the GreatKnife as well. The key feature underscored here is that the "ableToUpgrade" method consistently returns "true" because there are no constraints on the number of potential upgrades.