Sequence Diagram for SniperRifle (1st round)

Actors/Objects: Player, TargetMenu, SniperUtil, SniperMenu, SniperShootAction, AimAction, Zombie

- Player → TargetMenu: Use sniper
- TargetMenu → SniperUtil: <<create>> to check sniper range
- TargetMenu → Player: notify player class it is aiming a zombie
- SniperUtil --> TargetMenu: return range

Loop — for each target in range
- <<create>> new SniperMenu
- return SniperMenuAction

- TargetMenu → Player: return a menu of target
- Player --> TargetMenu: choose target

- execute (TargetMenu → SniperMenu)
- <<create>> SniperShootAction for target
- <<create>> AimAction for target
- return menu of action to player

Alternative

if player choose to take the shot
- execute (SniperMenu)
- → SniperShootAction

  Alternative
  - *if aiming round == 1*: zombie hurt normal damage
  - *if aiming round ==*: zombie hurt 2*normal damage
  - *if aiming round ==*: instantly kill zombie

- notify player class we stopped aiming
- return string description

player choose to continue aiming
- execute
- return status of aiming

- return string description