Sequence diagram for Shotgun

Player

:Item

:ShotAction

locationOfPlayer: Location

Alternative

[If inventory has shotgun and shotgun ammunition]

Choose to shoot with shotgun

Shotgun shoot action present on menu

[Else]

shotgun shoot action not present on menu

get player's location

return player's location

get player's shoot direction, calculate shoot probability

Alternative

[if input direction is valid]

Decrease shotgun ammunition

shoot ammuniton at direction

Tell the player the ammunition was successfully shot

[Else]

ask user for direction input again, showing the valid inputs

actorswithin the shoot direction gets hurt