Top Right Corner
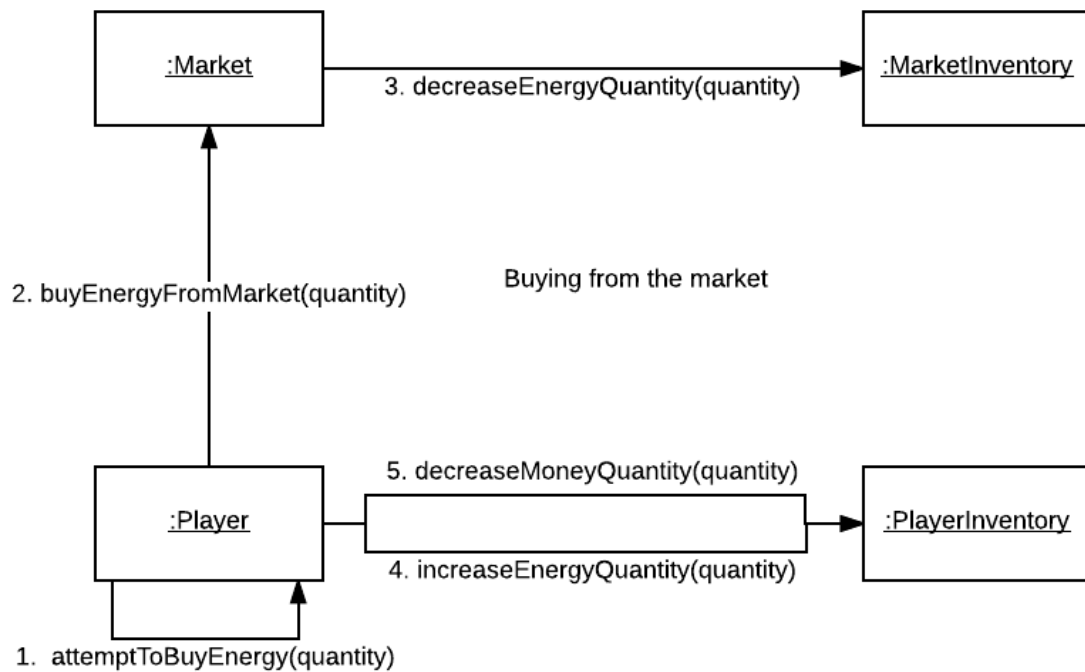**Use cases, collaboration diagrams, sequence diagrams**

Selling to market (assuming player has enough of the resource)

1. Player attempts to sell a given quantity of a resource
2. Player requests to sell a given quantity of a resource to the market
3. Market's inventory updated - increase quantity of the resource
4. Player's inventory updated - decrease quantity of the resource
5. Player's inventory updated - increase quantity of money

Selling to the market
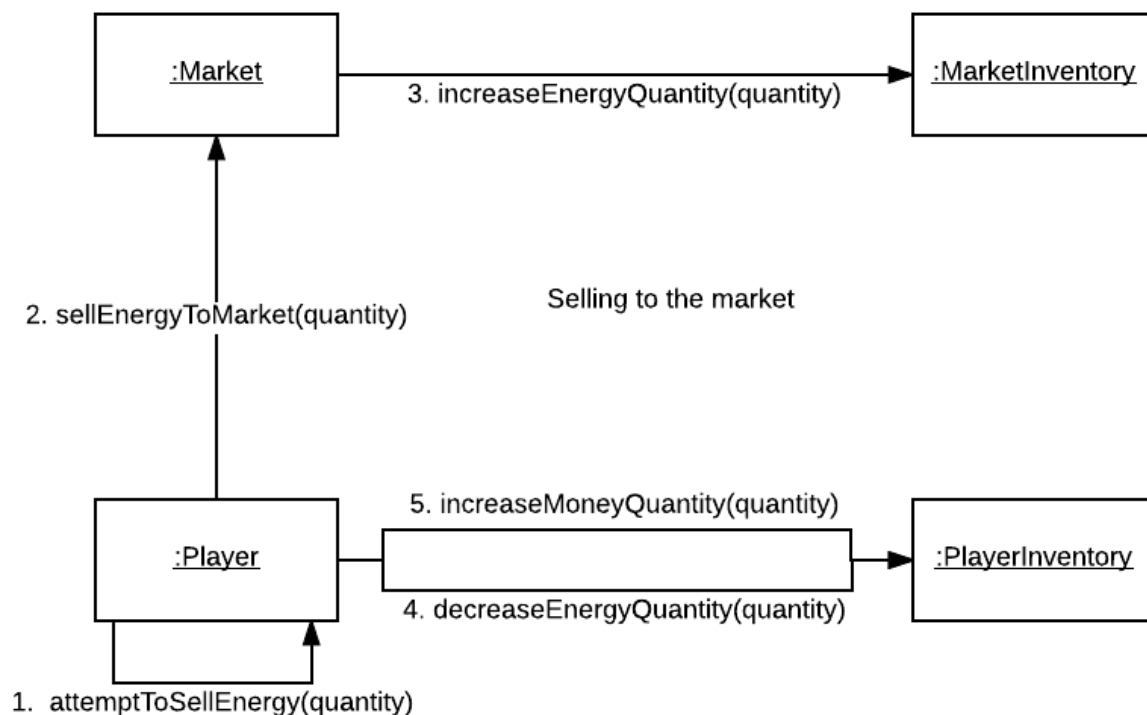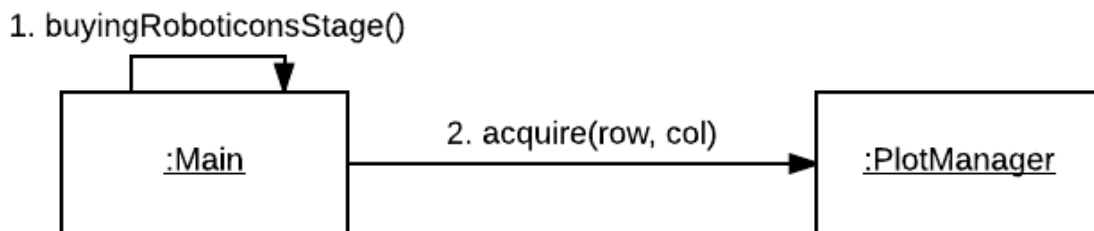
Buying from market (assuming player has enough money)

1. Player attempts to buy a given quantity of a resource
2. Player requests to buy a given quantity of a resource from the market
3. Market's inventory updated - decrease quantity of the resource
4. Player's inventory updated - increase quantity of the resource
5. Player's inventory updated - decrease quantity of money

```
                                          3. decreaseEnergyQuantity(quantity)
  :Market  ──────────────────────────────────────────────────────►  :MarketInventory


      ▲
      │
  2. buyEnergyFromMarket(quantity)              Buying from the market
      │
      │
                            5. decreaseMoneyQuantity(quantity)
  :Player  ─────┬───────────────────────────────────────────►  :PlayerInventory
      ▲         │     4. increaseEnergyQuantity(quantity)
      │
   1. attemptToBuyEnergy(quantity)
```

Acquiring a plot of land

1. The game enters the land acquisition phase
2. A plot is chosen and then acquired

```
  1. buyingRoboticonsStage()
      ┌──────────┐
      │          ▼
  ┌─────────┐        2. acquire(row, col)      ┌──────────────┐
  │  :Main  │ ──────────────────────────────►  │ :PlotManager │
  └─────────┘                                  └──────────────┘
```

Customising a roboticon (assuming the player has enough resources and money)

1. Player attempts to customise a roboticon
2. Player's inventory updated - removing an uncustomised roboticon
3. Player's inventory updated - adding a customised roboticon
4. Player's inventory updated - decreasing the amount of money

```
                          2. decreaseRoboticonQuantity(customisation, quantity)
  ┌──────────────┐────────────────────────────────────────────────────────┐  ┌──────────────────┐
  │              │                                                         ──►│                  │
  │   :Player    │────────3. decreaseMoneyQuantity(quantity)────────────────►│  :PlayerInventory │
  │              │                                                         ──►│                  │
  └──────────────┘          4.increaseRoboticonQuantity(customisation, quantity)└──────────────────┘
         └──────────────────────────────────────────▲
    1.  attemptToCustomiseRoboticon(customisation, quantity)
```
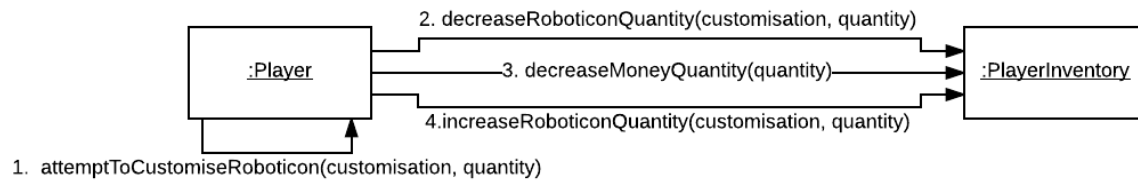
Placing a roboticon (assuming roboticon in inventory and plot of land available)

1. Player's inventory updated - removed one roboticon
2. Plot is updated with a roboticon of the selected type now appearing on it

```
  ┌──────────────┐    1. decreaseRoboticonQuantity(customisation, quantity)   ┌──────────────────┐
  │              │──────────────────────────────────────────────────────────►│                  │
  │   :Player    │                                                            │  :PlayerInventory │
  │              │                                                            │                  │
  └──────┬───────┘                                                            └──────────────────┘
         │
  2.  placeRoboticon(roboticonCustomisation)
         │
         ▼
  ┌──────────────┐
  │    :Plot     │
  │              │
  └──────────────┘
```