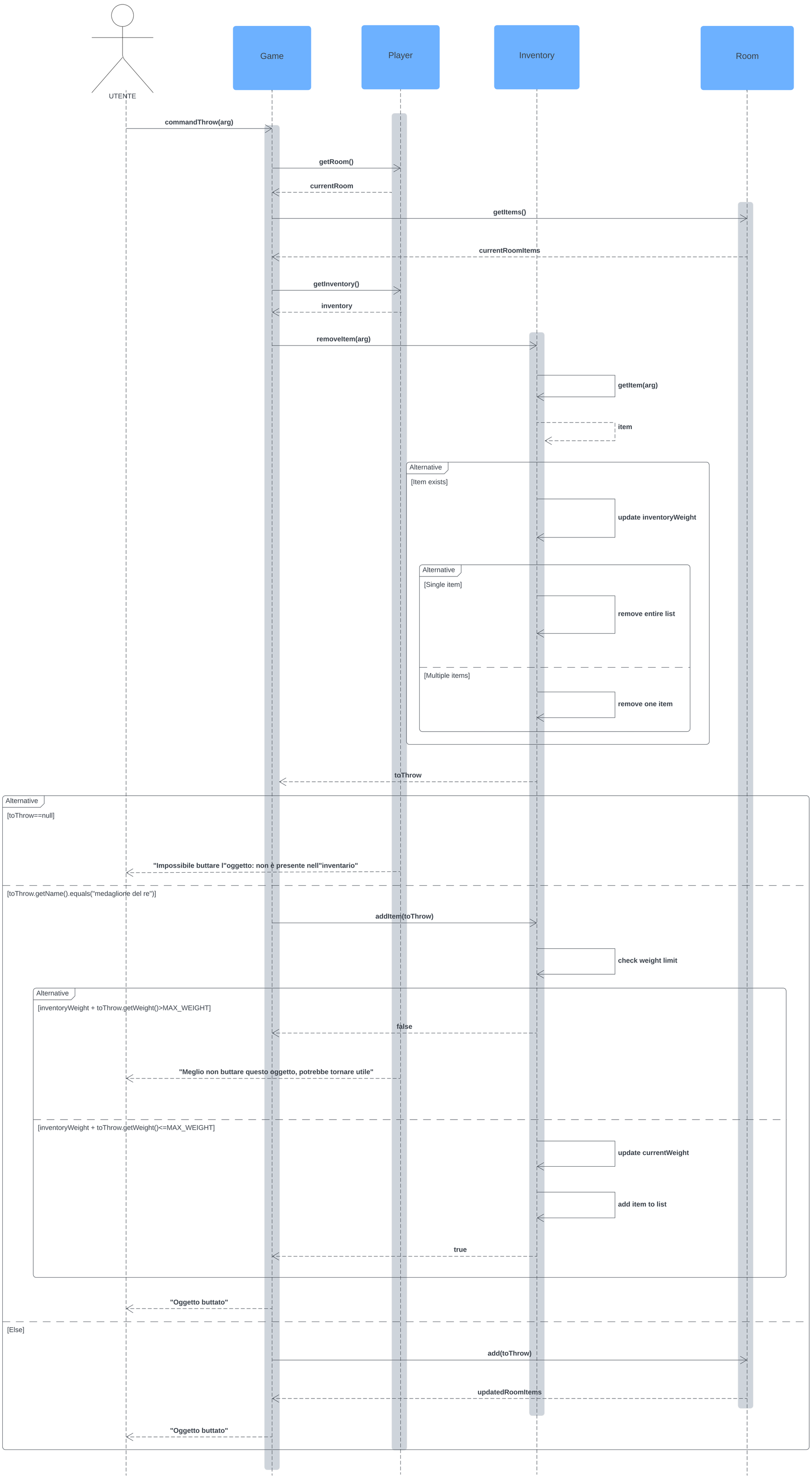
UTENTE
Game
Player
Inventory
Room
commandThrow(arg)
getRoom()
currentRoom
getItems()
currentRoomItems
getInventory()
inventory
removeItem(arg)
getItem(arg)
item
Alternative
[Item exists]
update inventoryWeight
Alternative
[Single item]
remove entire list
[Multiple items]
remove one item
toThrow
Alternative
[toThrow==null]
"Impossibile buttare l"oggetto: non è presente nell"inventario"
[toThrow.getName().equals("medaglione del re")]
addItem(toThrow)
check weight limit
Alternative
[inventoryWeight + toThrow.getWeight()>MAX_WEIGHT]
false
"Meglio non buttare questo oggetto, potrebbe tornare utile"
[inventoryWeight + toThrow.getWeight()<=MAX_WEIGHT]
update currentWeight
add item to list
true
"Oggetto buttato"
[Else]
add(toThrow)
updatedRoomItems
"Oggetto buttato"