Actors

A.1 A *SequenceDiagramGroup* **must** contain at most one *World actor*

A.2 *ActorBlock*s **must** contain at least one *in* or *out* component

A.3 *Actor*s **must** be connected to exactly one *ActorBlock*.

A.4 A *SequenceDiagram* **must** contain at least one *Human actor*

Messages

M.1 *Actors* **must** only assign values to *variables* defined in their *capabilities*