

SequenceDiagramGroup

Actors

- A.1 A *SequenceDiagramGroup* **must** contain at most one *World actor*
- A.2 A *SequenceDiagramGroup* **must not** contain *actors* with duplicate names
- A.3 *Actors* **must** be connected to an *ActorBlock* in the *Capabilities*.
- 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*

Interaction Fragments

- I.1 *Lifelines* **must not** be terminated in a *parallel* or *strict* fragment

Time Components

- T.1 *Variables* used in *waits* or *deadlines* **must** be defined as a *constant*

Capabilities

Lifelines

- L.1 *Actors* **must not** be connected to more than one *ActorBlock*
- L.2 *ActorBlocks* **must** contain at least one *in* or *out* component

Constants

- C.1 A *constant* assignment **must** be unique