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AttackAction

AreaAttackAction

DeathAction

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HeavySkeletalSwordsman

PileOfBones

LoneWolf

GiantCrab

environments

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AttackBehaviour

WanderBehaviour

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Grossmesser

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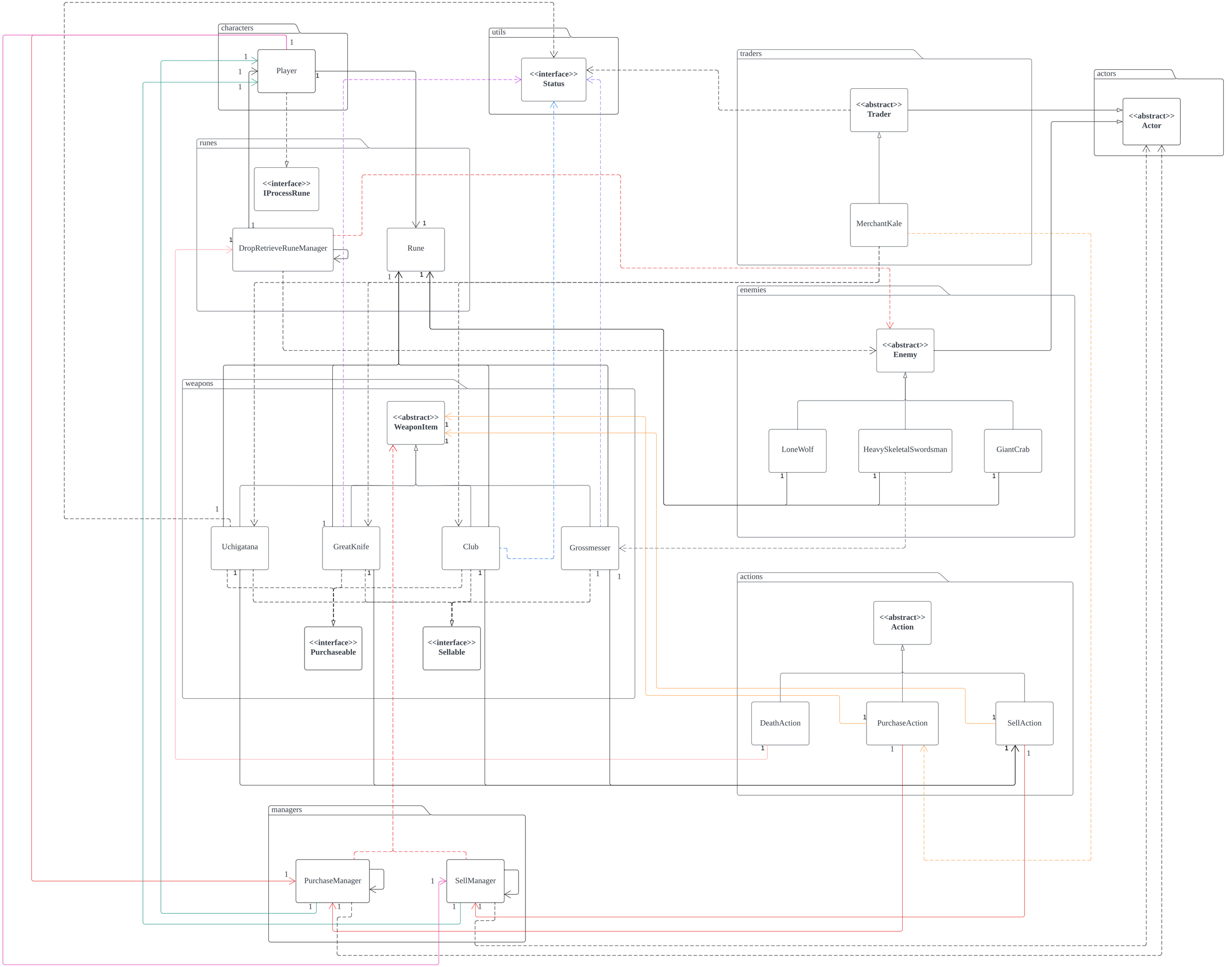
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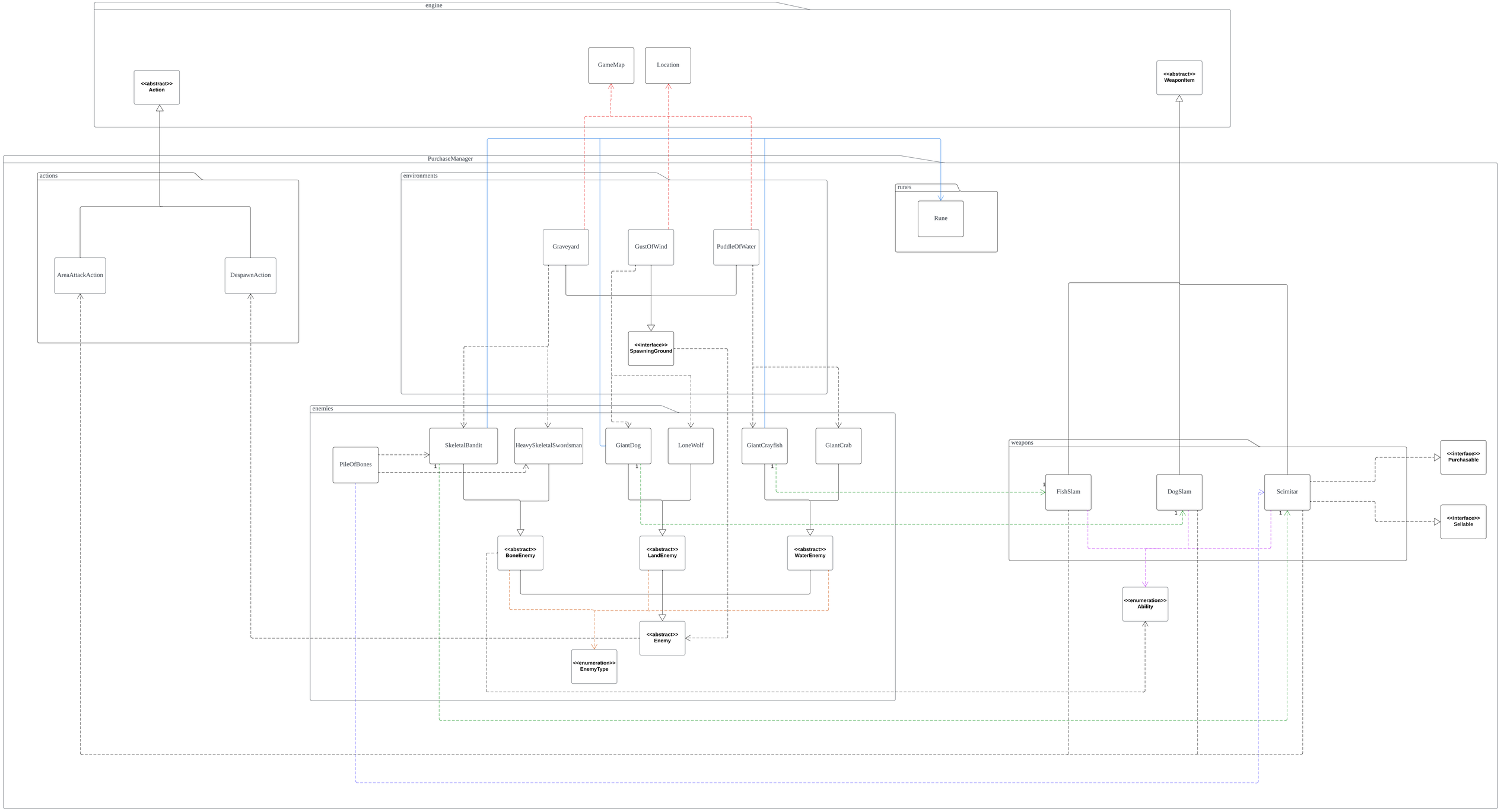
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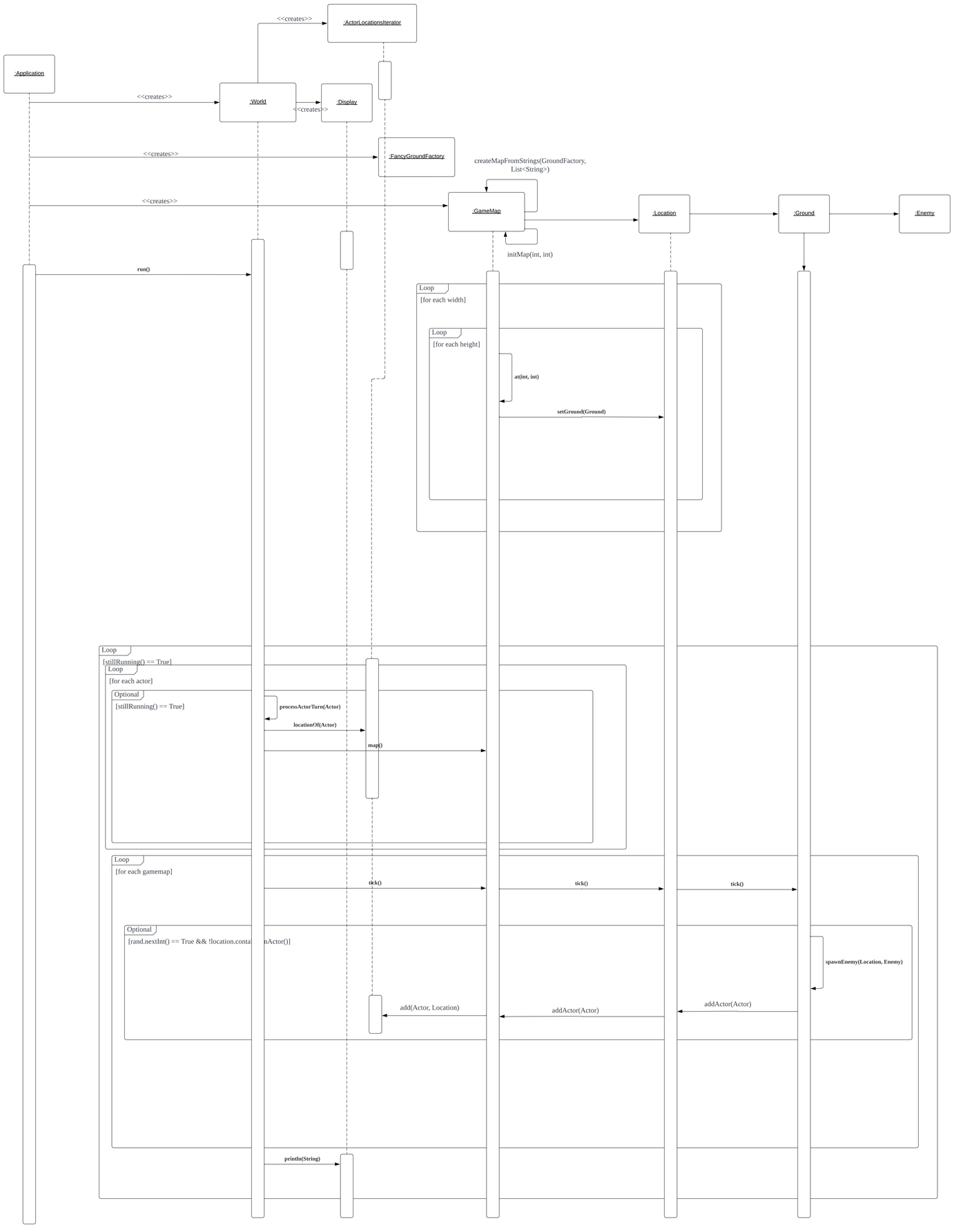
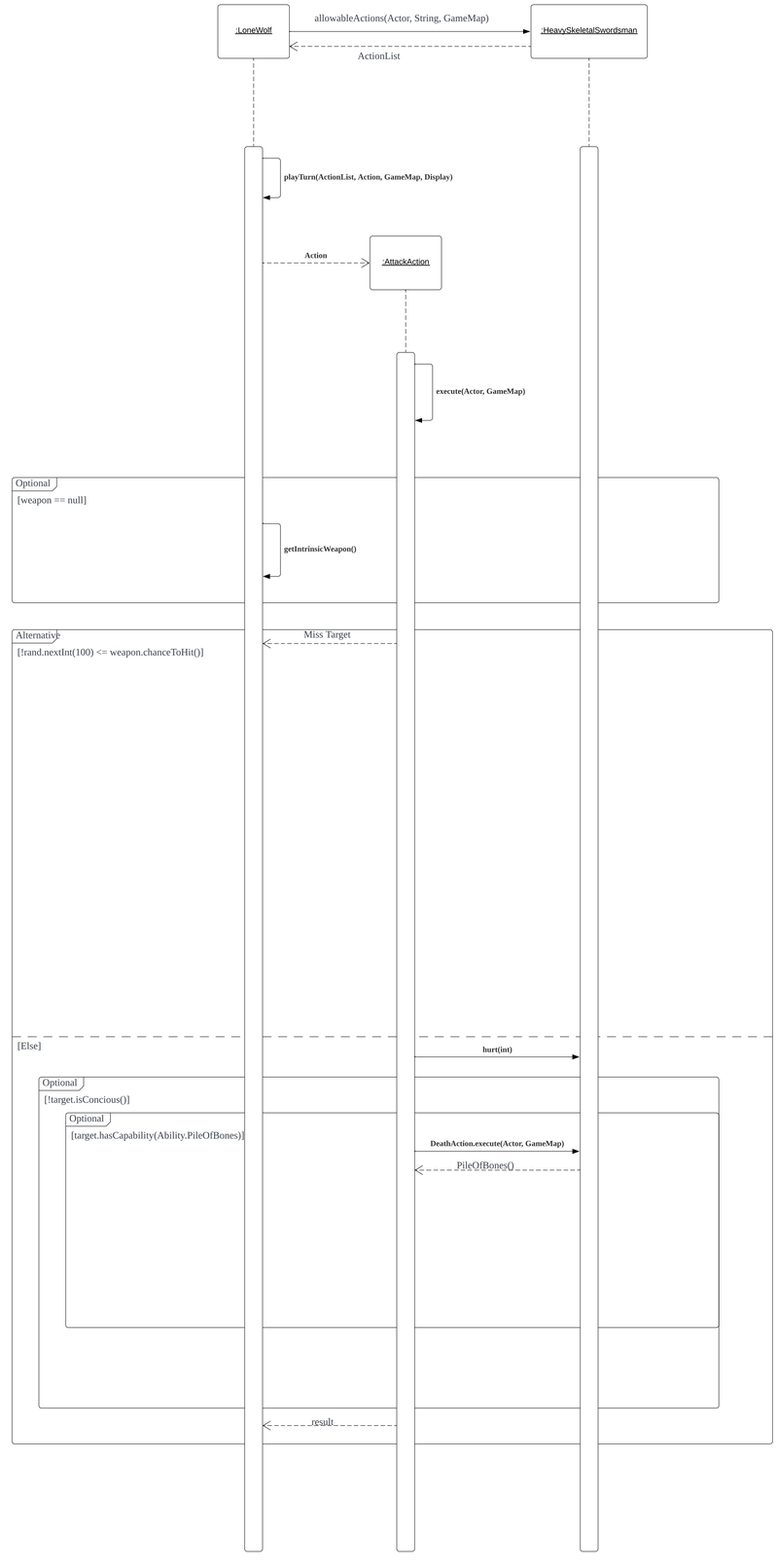
Ability

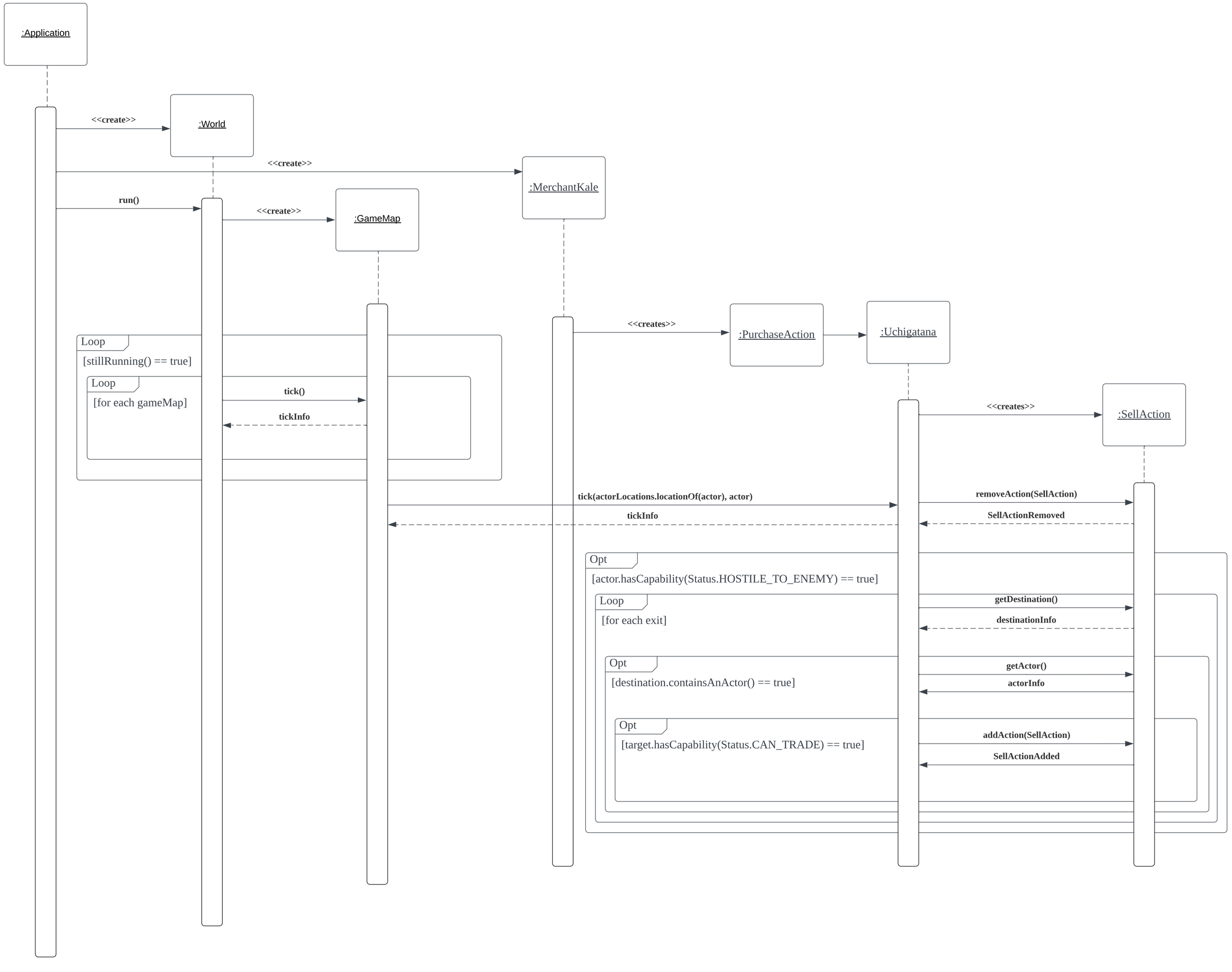
This Sequence Diagram shows scenarios of how World class works and how a ground can spawn a specific enemy at each turn



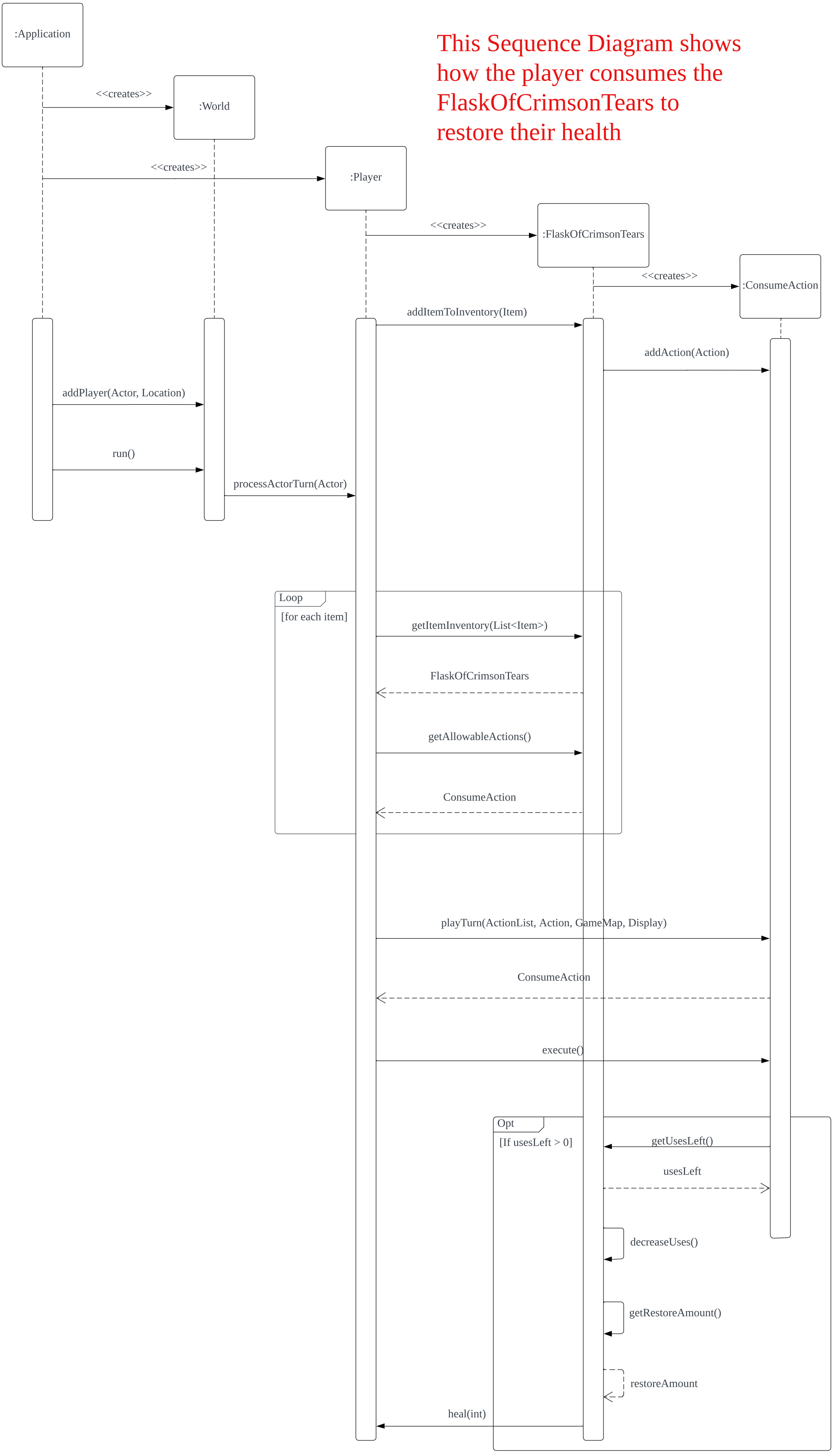
This Sequence Diagram shows scenarios of how a LoneWolf can attack a HeavySkeletalSwordsman



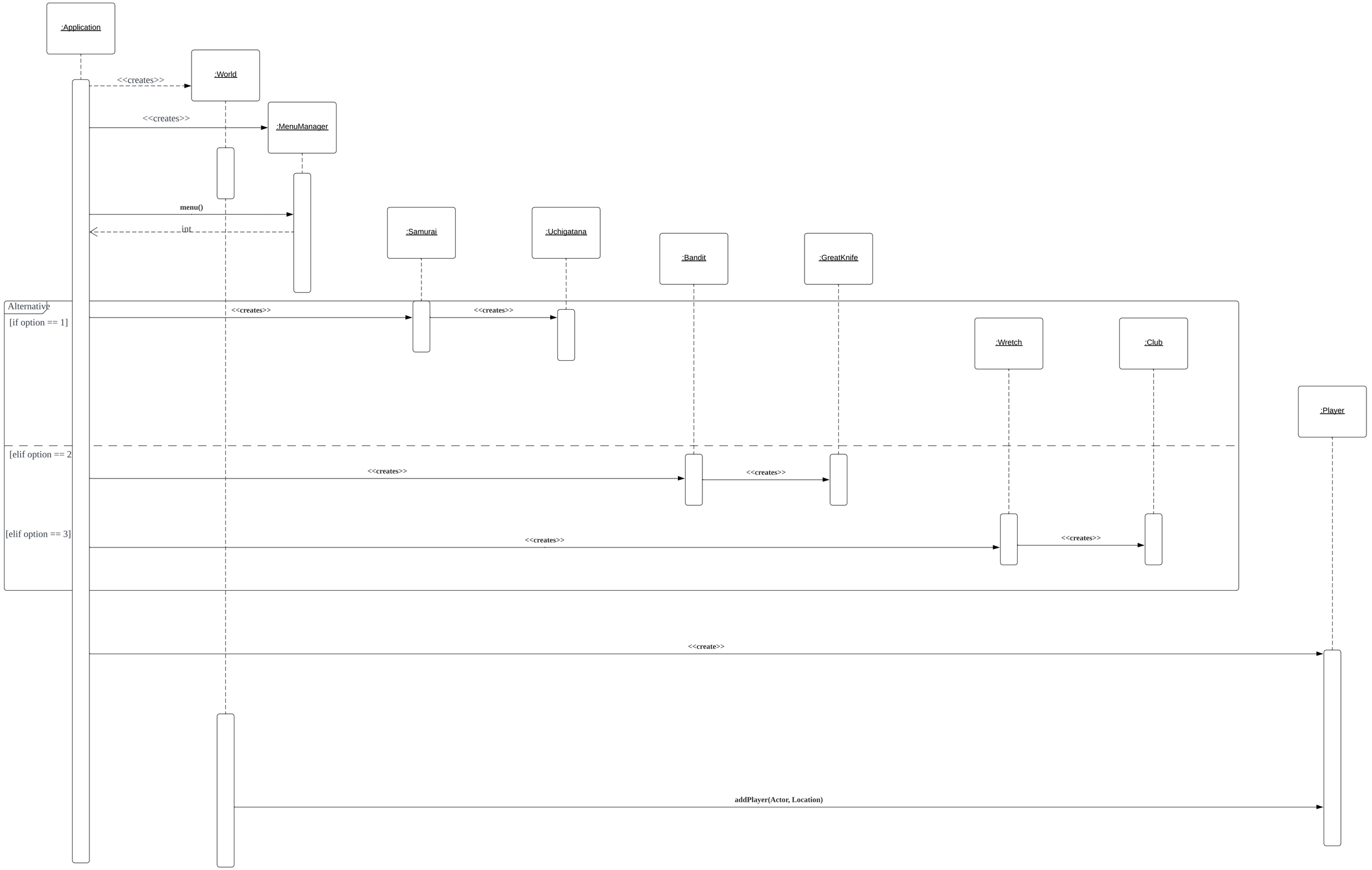
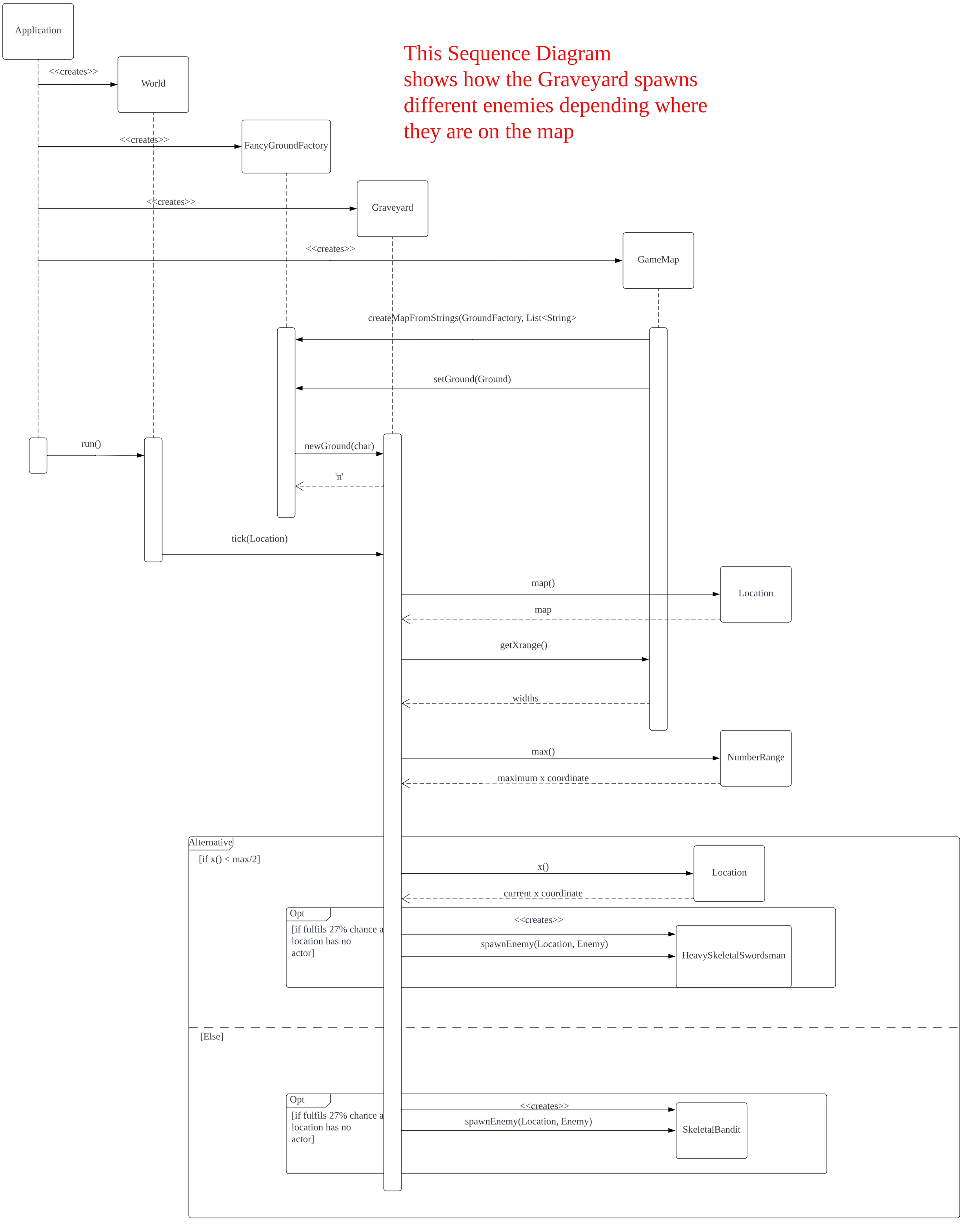
This Sequence Diagram shows a scenario of how trader trade one of the weapon



This Sequence Diagram shows how the player consumes the FlaskOfCrimsonTears to restore their health



This sequence diagram shows how the user can select different characters in the game



This Sequence Diagram shows how the Graveyard spawns different enemies depending where they are on the map