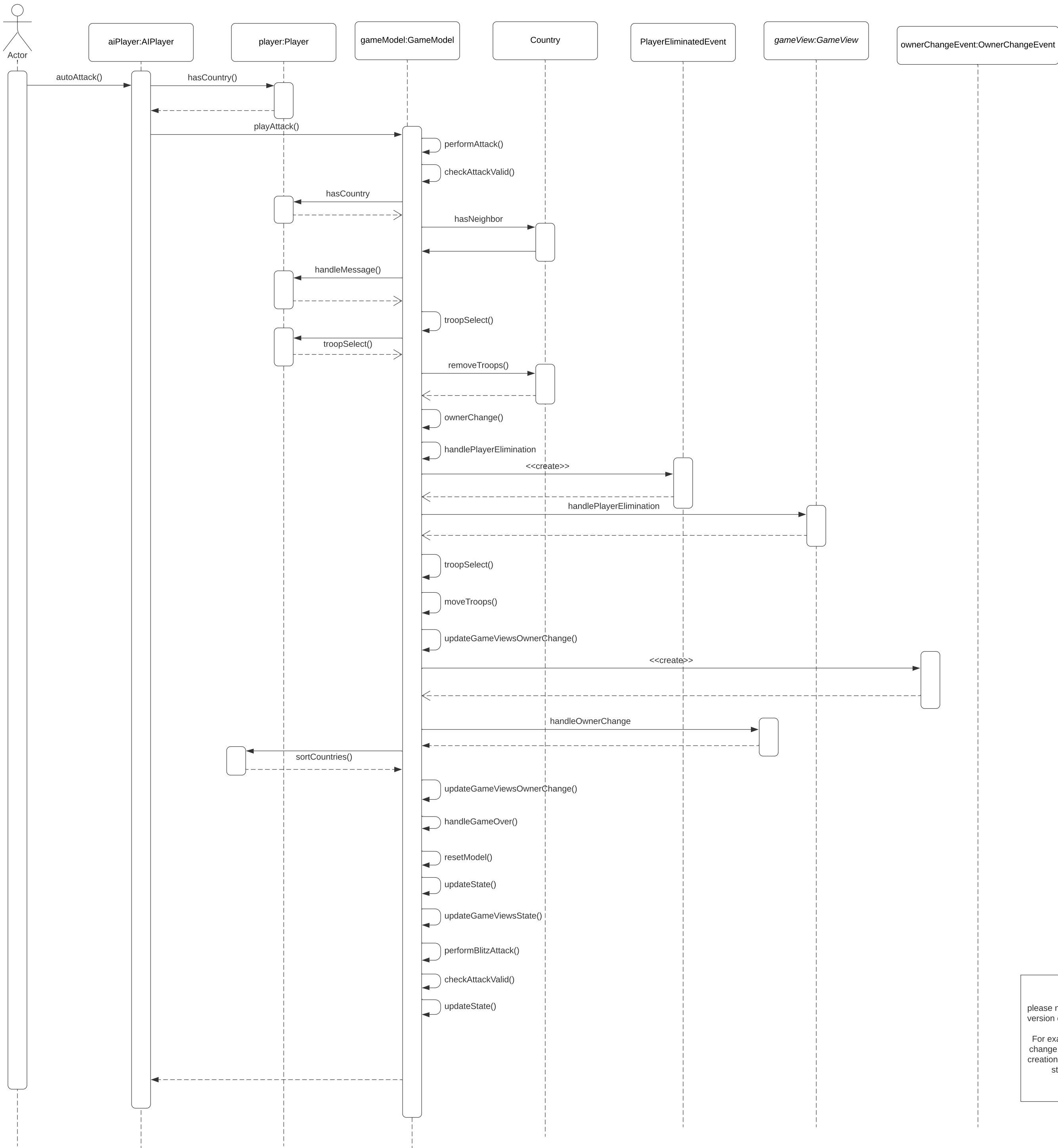


Milestone 4 UML Sequence Diagram : An Attack for an AI Player

Team Group- Sarah Abdallah | 2020-12-09



please note: this diagram is an abstract version of `autoAttack`. Some details are omitted due to length.
For example, the creation of a `owner change` event is shown, but the similar creation of `game over` event and `player state` event are not shown.