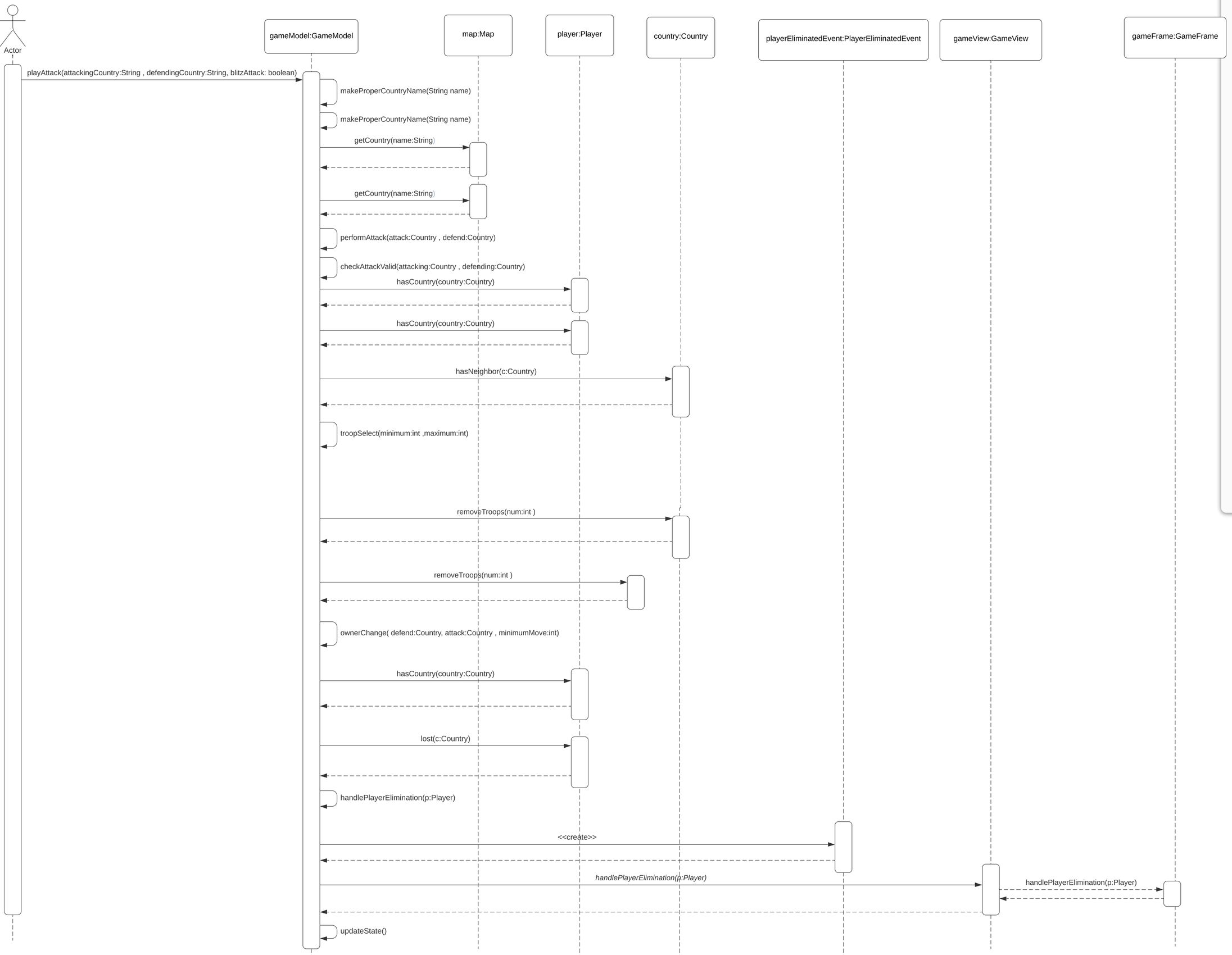
Note: This diagram is an abstract depiction of an Attack. It is missing the more intricate details (the sequence of handling an owner change, and handling a state update) due to length, but it shows a player elimination event when attacking as an example.

Milestone 2 UML Sequence Diagram 3: An Attack

Team Group- Sarah Abdallah | 2020-11-08



Learn how to edit this template

*To **manually create your sequence diagram**:*

1. ***Add text to a shape** by selecting it and typing.*
2. ***Add and remove shapes** on the canvas.*
3. *To **format shapes** as you'd like, click on a shape and then click "Shape Options", "Fill Color", and "Line Color" on the properties bar at the top of the canvas.*
4. *Hover over a shape and click on any red circle to **add lines**.*
5. ***Add text to a line** by double-clicking the text or anywhere on the line and typing.*
6. *To **format lines**, click on a line and then click "Line Color" , "Line Style," "Line Width," and "Line Options" on the properties bar at the top of the canvas.*

*To **automatically create your sequence diagram**:*

1. *Click "</> Use Markup" in the UML Sequence shape library to the left.*
2. *Add your syntax.*
3. *Click "Build."*

Tutorials

(Hold Shift + ⌘ or Ctrl, then click)

Watch a tutorial on how to create sequence diagrams automatically

Read about our automatic UML sequence markup

Watch a tutorial on how to make UML sequence diagrams

Watch Lucidchart basic tutorials

See an example

(Hold Shift + ⌘ or Ctrl, then click)