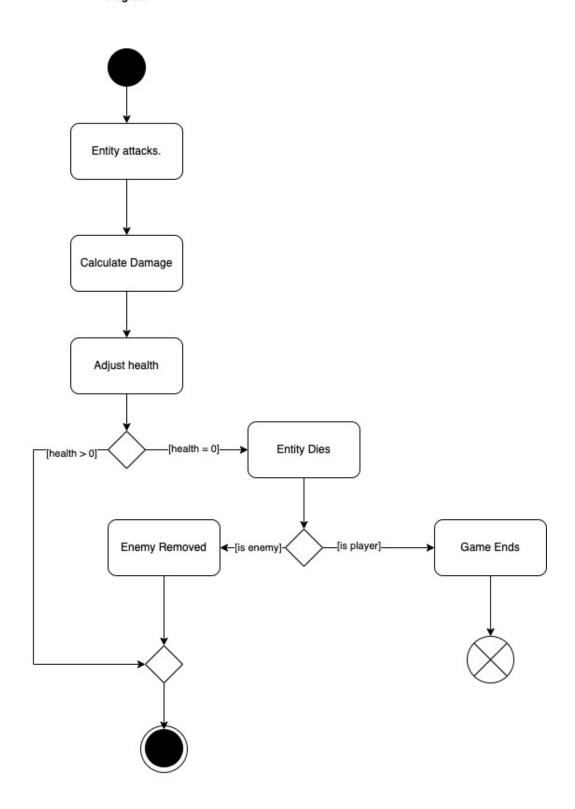
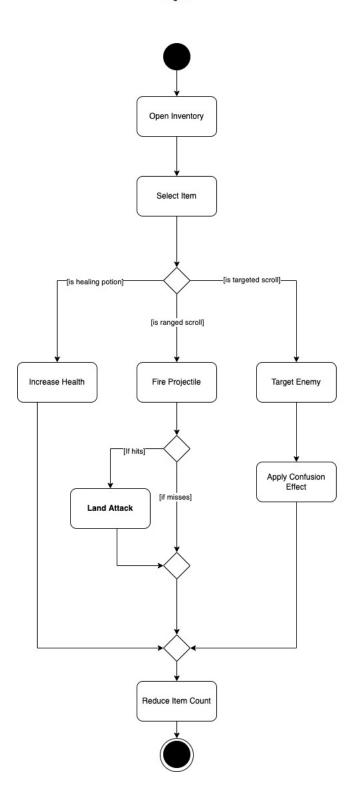
Attack Entity Activity Diagram







Alex Billedeaux Luis Gomez Dan Dietsche CIS641 09/29/2022

Overview

Name: Attack Entity

o ID: 1

Type: Detailed/Real

Primary Actor: Player/Enemy

o Brief Description: Entity deals damage to another target entity.

o Importance Level: Critical

o Stakeholder: Player

o Trigger: Entity collides with another entity.

Relationships

Association: Player/Enemy

- Flow of Events
 - Entity Attacks
 - Damage is calculated from the attacking entity's power and the target entity's defense.
 - o Target entity's health is adjusted.
 - If health reaches 0, target entity dies.
 - If target entity was Player, the game ends.
 - If target entity was Enemy, Enemy is removed.