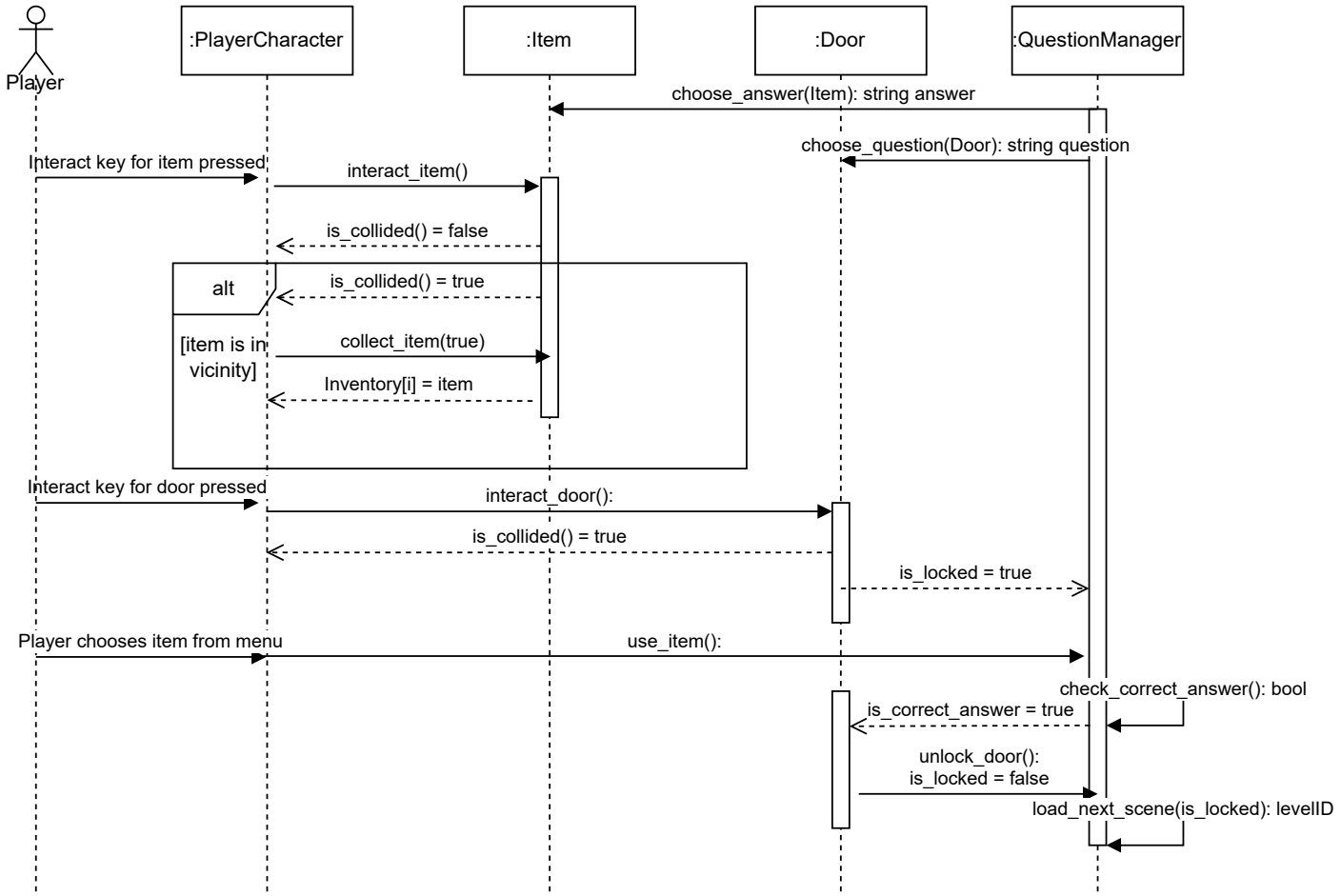
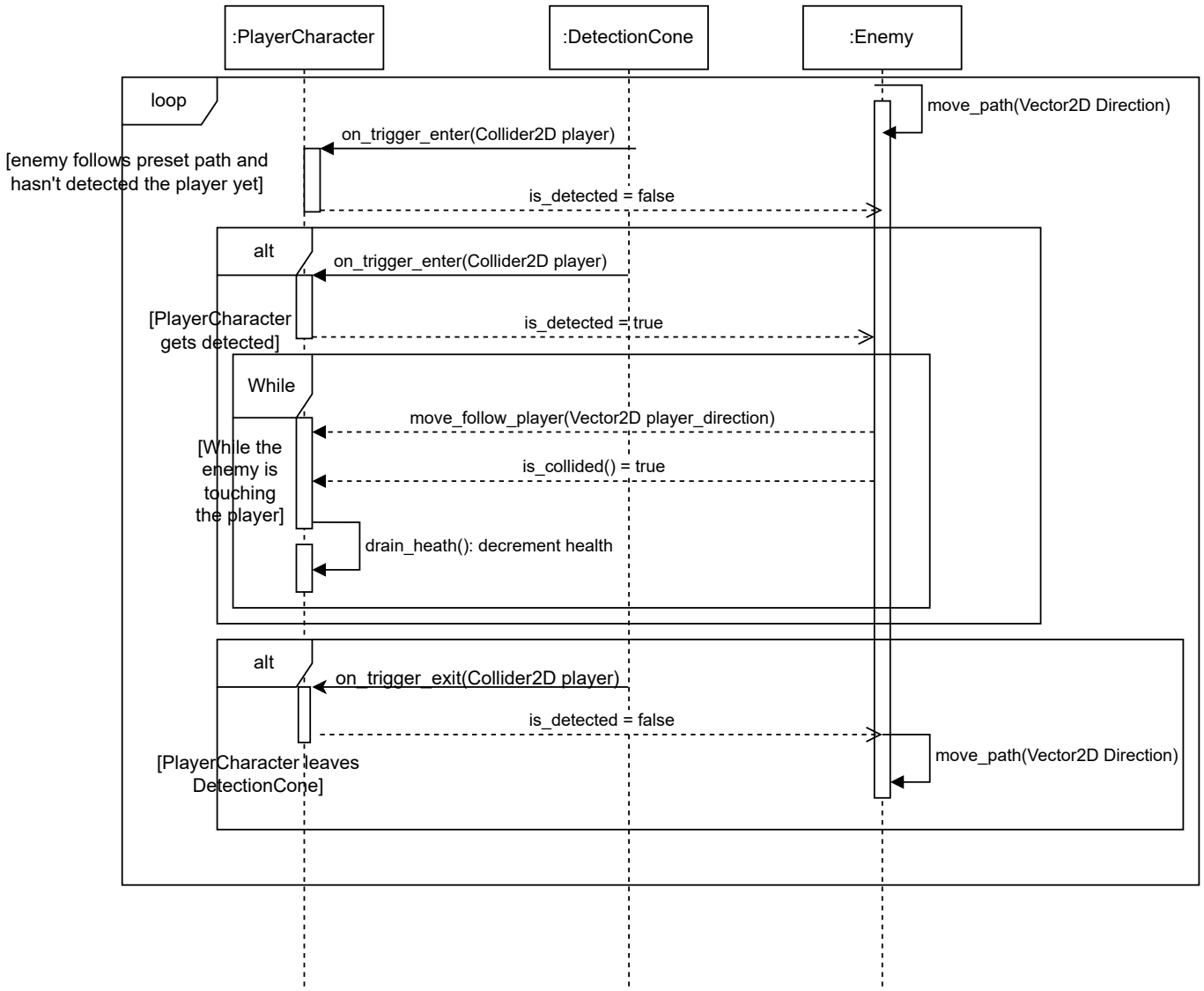
Sequence Diagram 1: Question and item randomly selected, player picks up and uses Item



Sequence Diagram 2: Enemy Detection and Damage Logic