:World   **:Enemy**   **:GreatKnife**

allowableActions(player)

getSkill(enemy, direction)

<<creates>>

:QuickStepAction

quickStepAction

quickStepAction

actions

Opt

[if user chooses quickStepAction]

execute(player, map)

<<creates>>

:AttackAction

attackAction

execute(player, map)

damage()
damage

hurt(damage)

isConscious()

isConscious

result

Loop

[for each exit]

Opt

[if there is an actor & actor can enter]

<<creates>>

:MoveActorAction

moveActorAction

add it to a local variable
moveActorActions
arraylist

choose randomly one
moveActorAction

execute(player, map)

result

results

not explicitly deleted,
but will no longer be
referenced by variables