UML : USE CASE DIAGRAMS

gameState : "StartScreen"

ElectricCat
FireDragon } Progmon

Player 1

Select Progmon (character)

Actor

Click "Play" → gameState: "fightScreen"

PlayerAI

Actor

NOTE : Player 1 select Progmon for BOTH
Player1 and PlayerAI

---

gameState: "fightScreen"

End game

Progmon faints

Click "Fight" → Attack Enemy Progmon ← "Fight" selected

Player 1

Click "Bag" → Open Item Bag ← "Bag" Selected

Player AI

Actor

Click "Quit" → End Game ← "Quit" Selected

Actor

Click "Progmon" → Switch your Progmon ← "Progmon" Selected

NOTE: "Progmon" option will be a Project 4 feature