Scenario: Graveyard is called by tick() to spawn a new enemy

:Graveyard   :EnemyFactory   :ResetManager

spawnEnemy(location)

opt [isWest(location) && spawnChanceCheck(27)]

createHeavySkeletalSwordsman()

registerResttable(enemy)

enemy:HeavySkeletalSwordsman

enemy:HeavySkeletalSwordsman

opt [!isWest(location) && spawnChanceCheck(27)]

createSkeletonBandit()

registerResttable(enemy)

enemy:SkeletonBandit

enemy:SkeletonBandit

null