

ForceMove Package::starwars.action
<u>-Direction: direction</u> <u>-SWActor: target</u>
<u>-checkForcePoints(SWActor actor)</u>
Responsibilities -- Forces a character to carry out a move -- Checks if parent character has enough force points to use this action. -- Checks if victim has enough points to resist

LightsabreAttack Package::starwars.action
<u>-SWActor: target</u>
<u>-checkForcePoints(SWActor actor)</u> <u>-checkForLightsabre(SWActor actor)</u>
Responsibilities -- Reduces victim's health -- Checks if parent character has enough force points to use this action. -- Checks if victim has enough points to resist -- Checks if parent character has lightsabre

Train Package::starwars.action
<u>-SWActor: target</u>
<u>-checkForcePoints(SWActor actor)</u>
Responsibilities -- Increases target Force points -- Checks if parent character has enough force points to use this action.

Droid Package::starwars.entities.actors
<u>-SWActor: owner</u>
Responsibilities -- Move around the map -- Respond to encountered items -- Able to be repaired with DroidPart objects

DroidPart Package::starwars.entities
Responsibilities -- Unable to move or carry out actions itself, but combines with other DroidPart objects to form or repair a droid to perform new actions

FollowOwner Package::starwars.entities.actors.behavior
Responsibilities -- Track droid owner and trigger moves in owner's direction

Repair Package::starwars.action
<u>-Actor: target</u>
Responsibilities -- Use DroidPart objects to make Droid mobile again -- Increase functionality if more parts are added to the droid

Disassemble Package::starwars.action
<u>-Actor: target</u>
Responsibilities -- Decompose droid in droid parts

UseOilCan Package::starwars.action
<u>-Actor: target</u>
Responsibilities -- Use oil can to improve droid health

OilCan Package::starwars.entities
Responsibilities -- Used to improve droid health