This sequence diagram is specific to the scenario where the player listens to Astley, and Astley generates and returns a monologue. :MonologueAction inventory:List wallet:Wallet :RandomUtil :Astley actor:Actor execute(actor:Actor, map:GameMap) generateMonologue(actor:Actor) monologueOptions:ArrayList «creates» add(String) add(String) add(String) getItemInventory() _inventory:List<Item size() _inventorySize:int Opt add(String) [inventorySize > INVENTORY_THRESHOLD] getBalance() getBalance() _ _ balance:int _balance:int add(String) [balance > BALANCE_THRESHOLD] actor.getAttribute(BaseActorAttributes.HEALTH) _health:int_ Opt add(String) [health < HEALTH_THRESHOLD] size() monologueOptionsSize:int generateRandomInt(int, monologueOptionsSize:int) _index:int get(index:int) monologue:String monologue:String <---- result:String_