

Diagram 1: Game Initialization

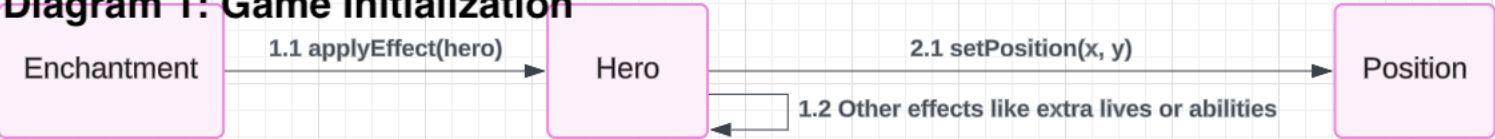


Diagram 2: Rendering the Game State

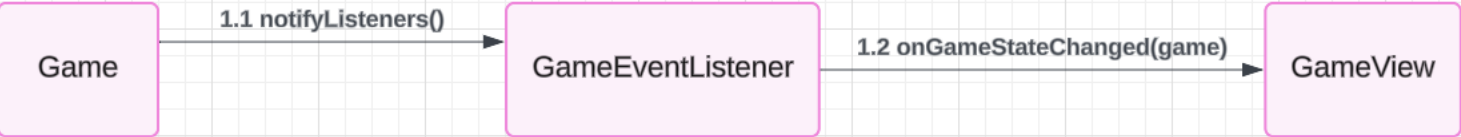


Diagram 3: Hero Movement



Diagram 4: Hero Interaction with Monsters

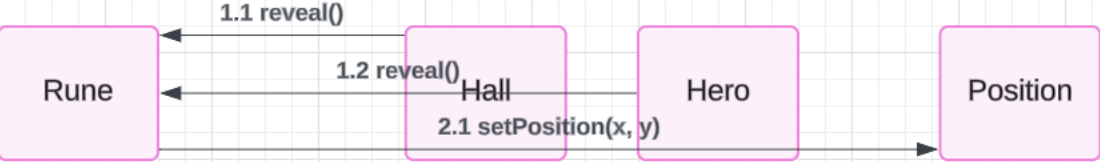
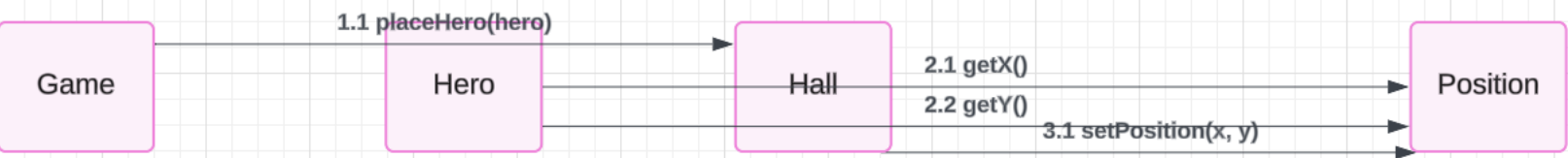


Diagram 5: Hero Collecting Enchantments



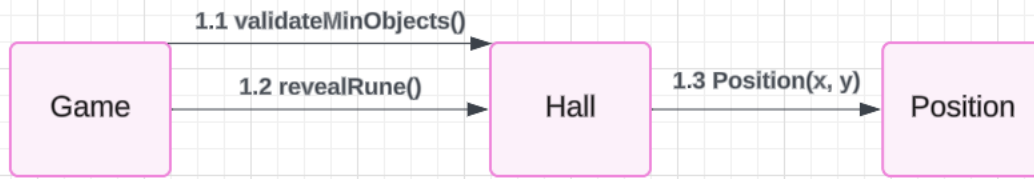


Diagram 6: Applying Enchantment Effects

Diagram 7: Game Notifying Listeners



Diagram 8: Monster Actions



Diagram 9: Rune Reveal

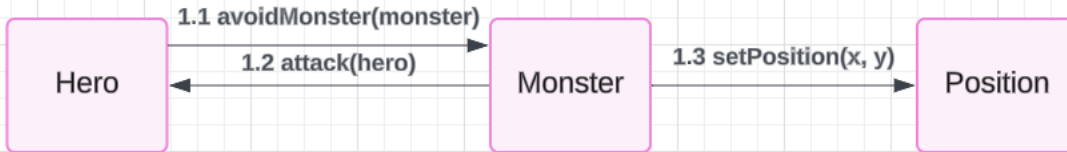


Diagram 10: Hero Placement

