# Diagram 1: Game Initialization
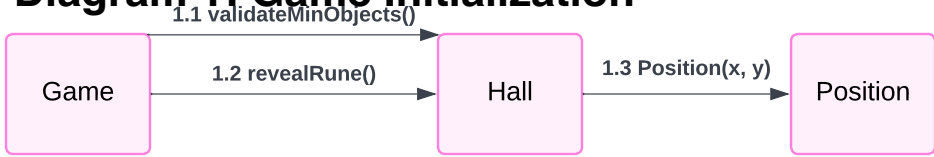
**Game** —— 1.1 validateMinObjects() ——→ **Hall** —— 1.3 Position(x, y) ——→ **Position**

1.2 revealRune()

# Diagram 2: Rendering the Game State

**User** —— 1.1 Trigger game state change ——→ **Game** —— 1.2 onGameStateChanged(game) ——→ **GameView** —— 1.3 render(game) / 1.4 handle inputs ——→ **InputHandler**

# Diagram 3: Hero Movement

**Hero** —— 1.1 move(direction)

1.2 setPosition(x, y) ——→ **Position**

1.3 validateMinObjects() ——→ **Hall**

# Diagram 4: Hero Interaction with Monsters

**Hero** —— 1.1 avoidMonster(monster) / 1.2 attack(hero) ——→ **Monster** —— 1.3 setPosition(x, y) ——→ **Position**
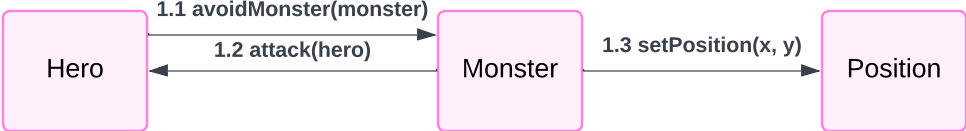
# Diagram 5: Hero Collecting Enchantments

**Hero** —— 1.1 collectEnchantment(enchantment) ——→ **Bag** —— 1.2 addEnchantment(enchantment) / 1.3 useEnchantment(type) ——→ **Enchantment**
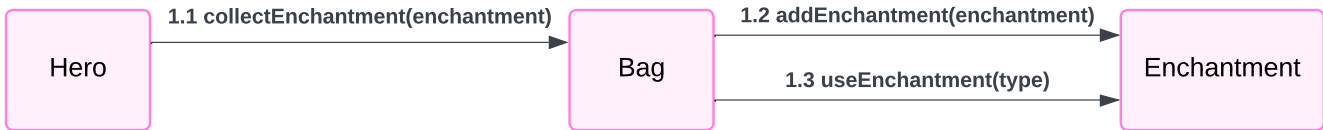
# Diagram 6: Applying Enchantment Effects

**Enchantment** —— 1.1 applyEffect(hero) ——→ **Hero** —— 2.1 setPosition(x, y) ——→ **Position**

1.2 Other effects like extra lives or abilities
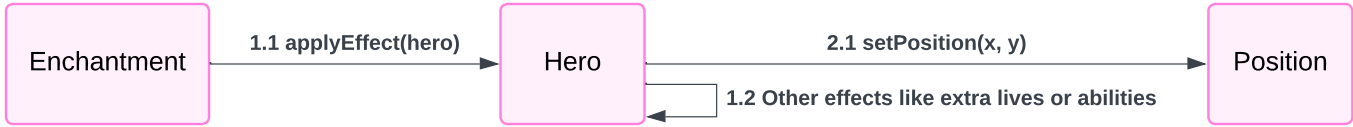
# Diagram 7: Game Notifying Listeners

**Game** —— 1.1 notifyListeners() ——→ **GameEventListener** —— 1.2 onGameStateChanged(game) ——→ **GameView**

# Diagram 8: Monster Actions

**Hall** —— 1.1 addMonster(monster) ——→ **Monster** —— 2.1 attack(hero) ——→ **Hero** —— **Position**

3.1 setPosition(x, y)

# Diagram 9: Rune Reveal
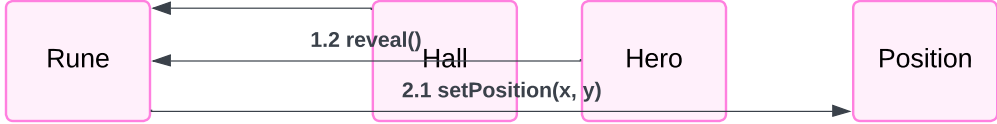
**Rune** —— 1.1 reveal()

1.2 reveal() —— **Hall** —— **Hero** —— **Position**

2.1 setPosition(x, y)

# Diagram 10: Hero Placement

**Game** —— 1.1 placeHero(hero) ——→ **Hero** —— **Hall** —— 2.1 getX() / 2.2 getY() ——→ **Position**

3.1 setPosition(x, y)