Enemy : Goon

Goon | **TalkAction** | **FollowBehaviour** | **MoveActorAction**

Get random value
for insulting

Only one action
can be done in a single
turn, so Goon can
either has a chance of
executing the
TalkAction or move
nearer to player

Option

If random value is
less than and
equals to 0.1

Insult Player with a message

Check if Goon is able to move to Player

Able to move to Player

Alternative

If Goon is able to move
towards Player

Moves Goon towards Player

[Else]

Moves Goon in a random direction

Enemy : Ninja

Ninja stores the Actor as attribute, so it is able to check its location

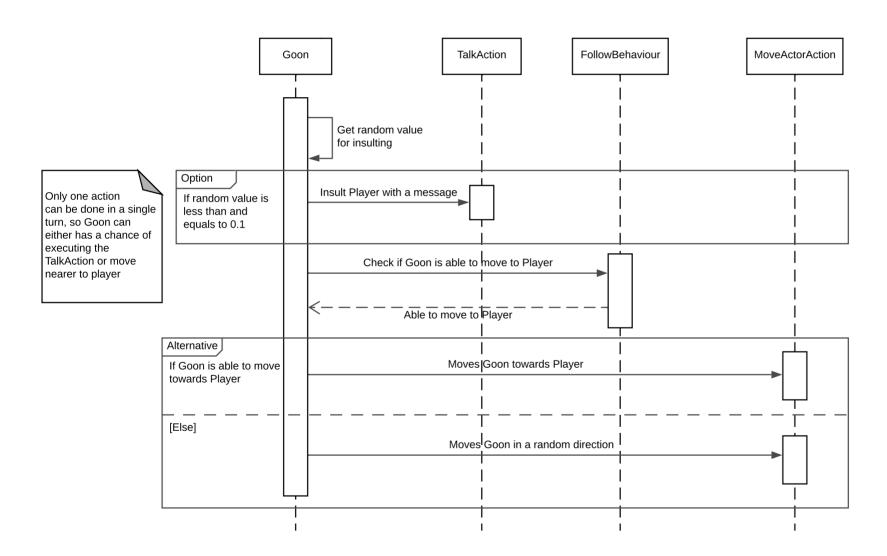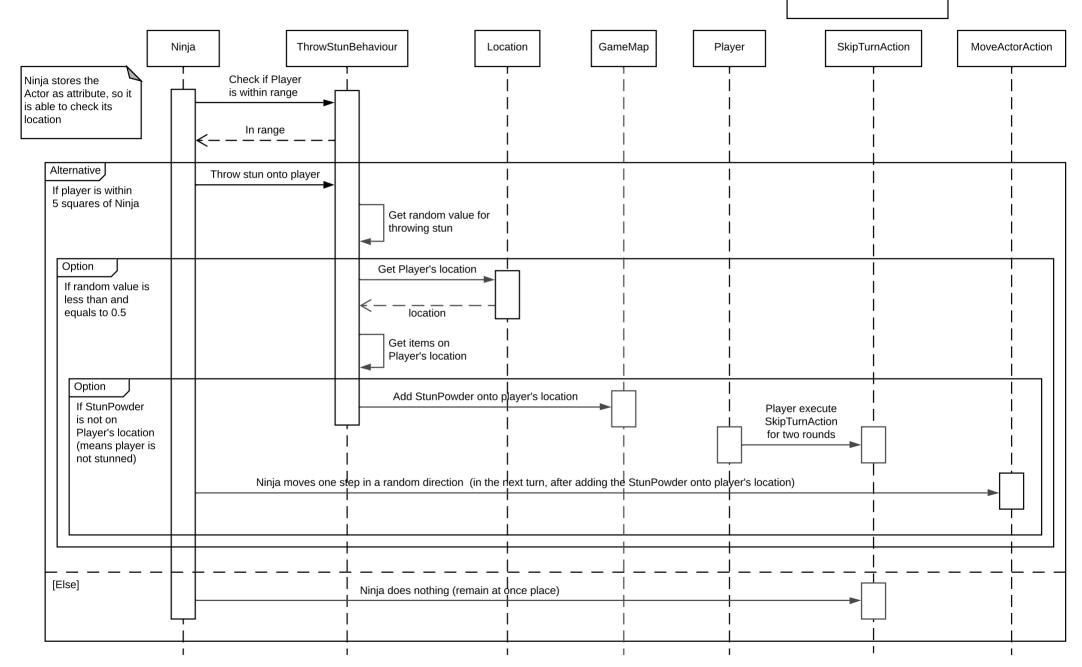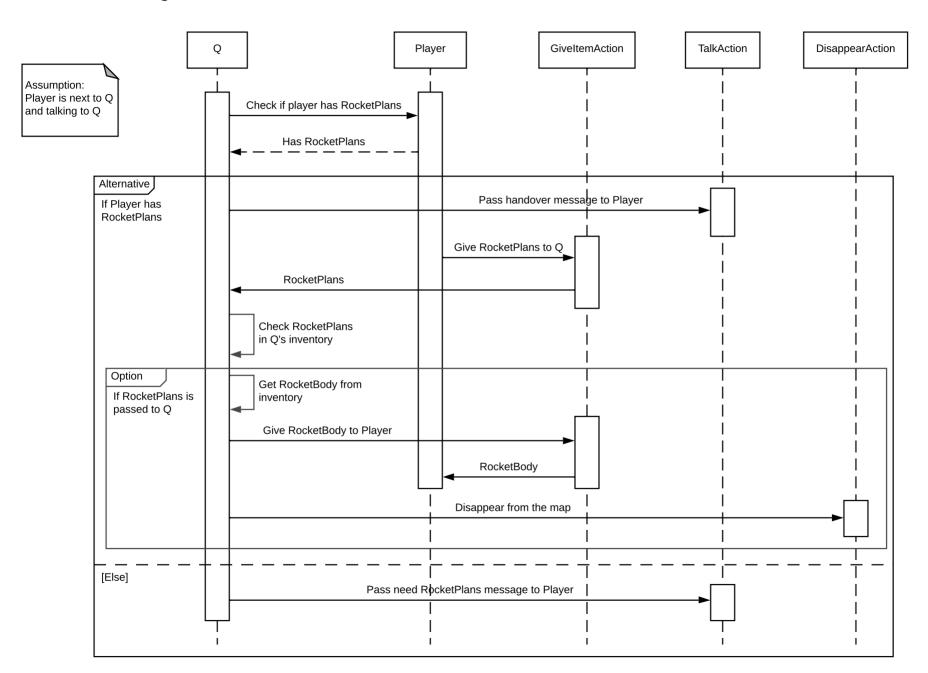| Ninja | ThrowStunBehaviour | Location | GameMap | Player | SkipTurnAction | MoveActorAction |

Player only skips two turns if the stun is successful, which in our diagram, we assume that stun is successful

Check if Player is within range

In range

Alternative

If player is within 5 squares of Ninja

Throw stun onto player

Get random value for throwing stun

Option

If random value is less than and equals to 0.5

Get Player's location

location

Get items on Player's location

Option

If StunPowder is not on Player's location (means player is not stunned)

Add StunPowder onto player's location

Player execute SkipTurnAction for two rounds

Ninja moves one step in a random direction (in the next turn, after adding the StunPowder onto player's location)

[Else]

Ninja does nothing (remain at once place)

NPC : Q

Assumption:
Player is next to Q
and talking to Q

| Q | Player | GiveItemAction | TalkAction | DisappearAction |

Q → Player: Check if player has RocketPlans

Player ⇢ Q: Has RocketPlans

Alternative

If Player has
RocketPlans

Q → TalkAction: Pass handover message to Player

Player → GiveItemAction: Give RocketPlans to Q

GiveItemAction → Q: RocketPlans

Q: Check RocketPlans
in Q's inventory

Option

If RocketPlans is
passed to Q

Q: Get RocketBody from
inventory

Q → GiveItemAction: Give RocketBody to Player

GiveItemAction → Player: RocketBody

Q → DisappearAction: Disappear from the map

[Else]

Q → TalkAction: Pass need RocketPlans message to Player

Rocket Building