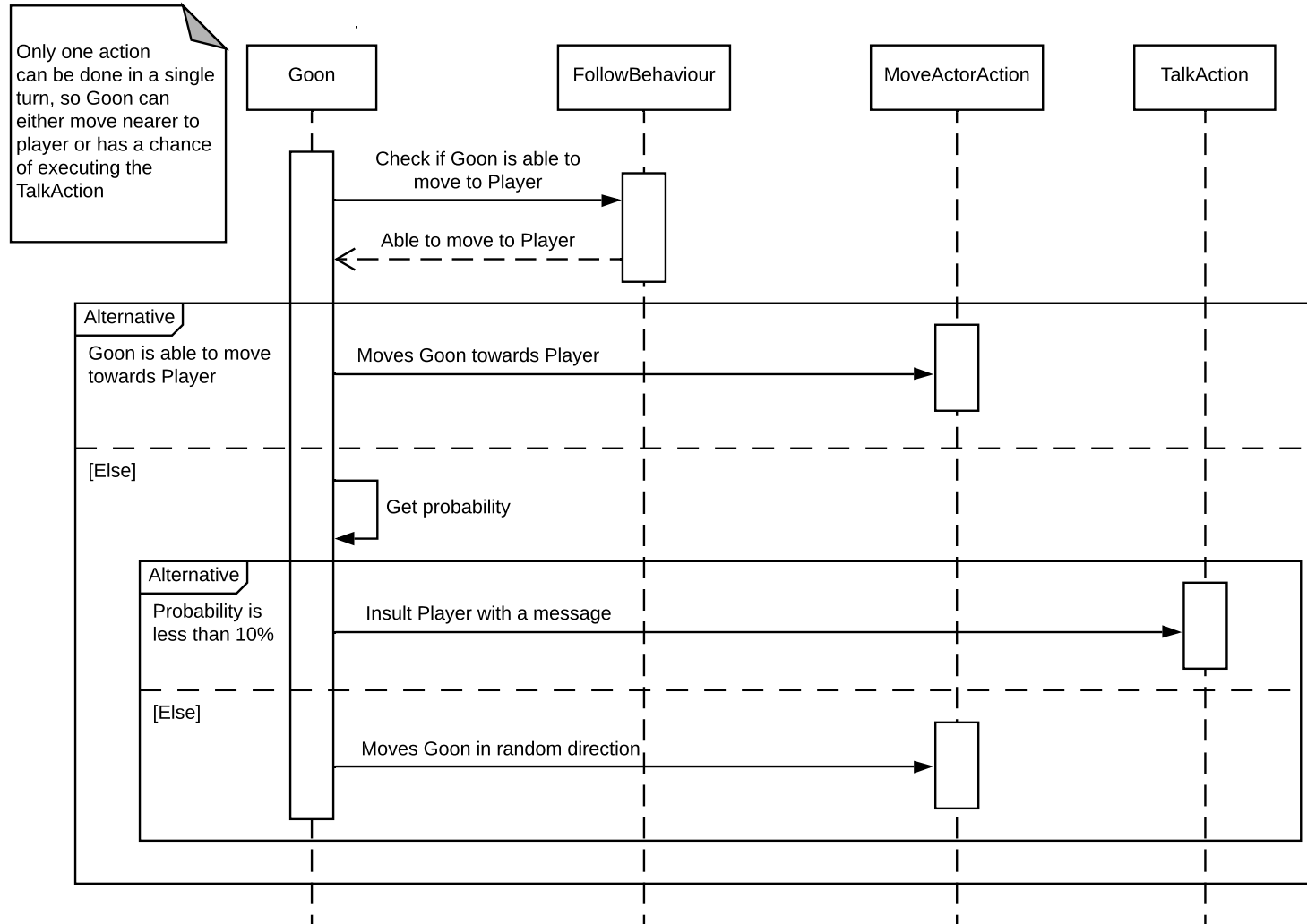


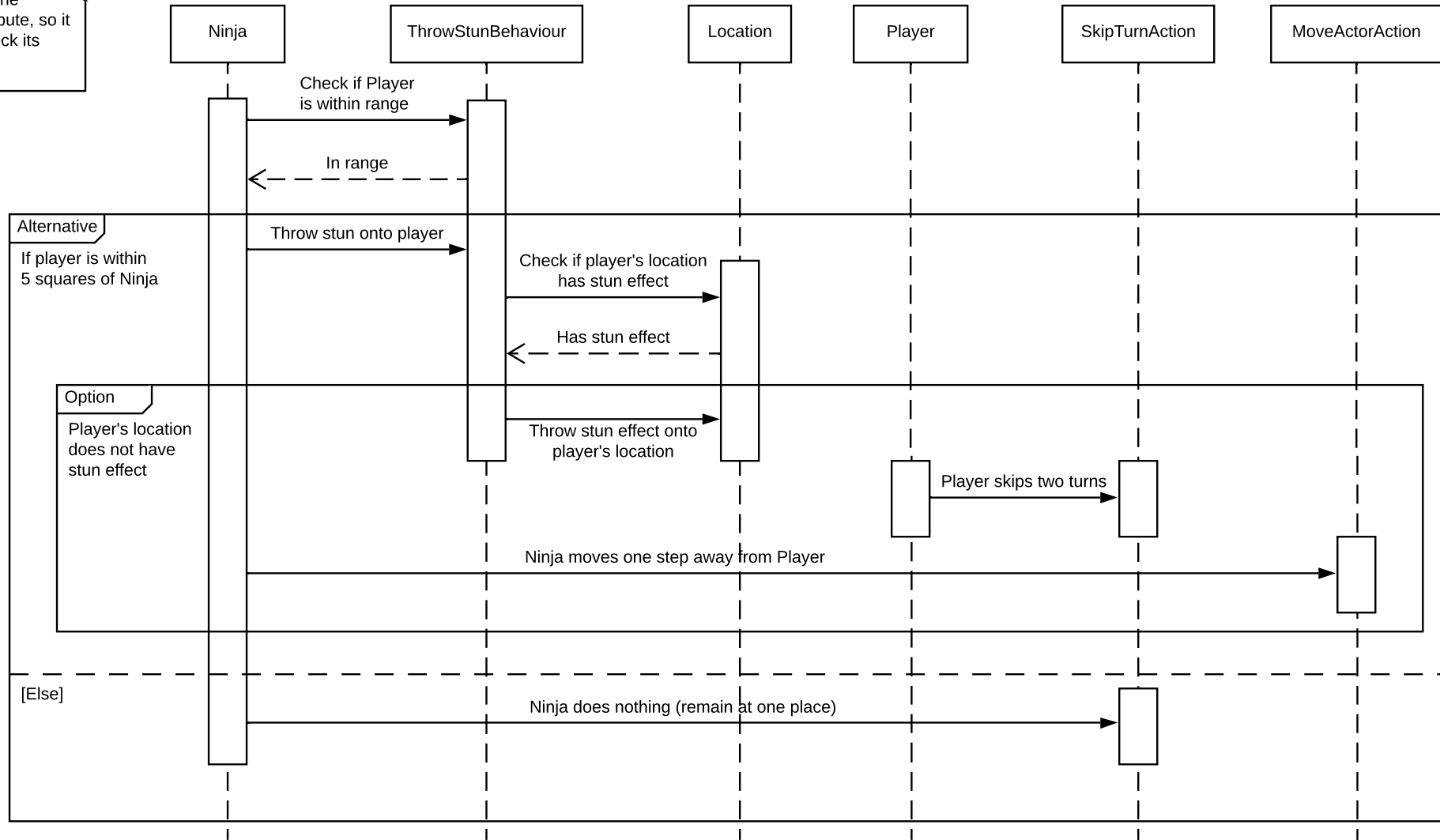
Enemy : Goon



Enemy : Ninja

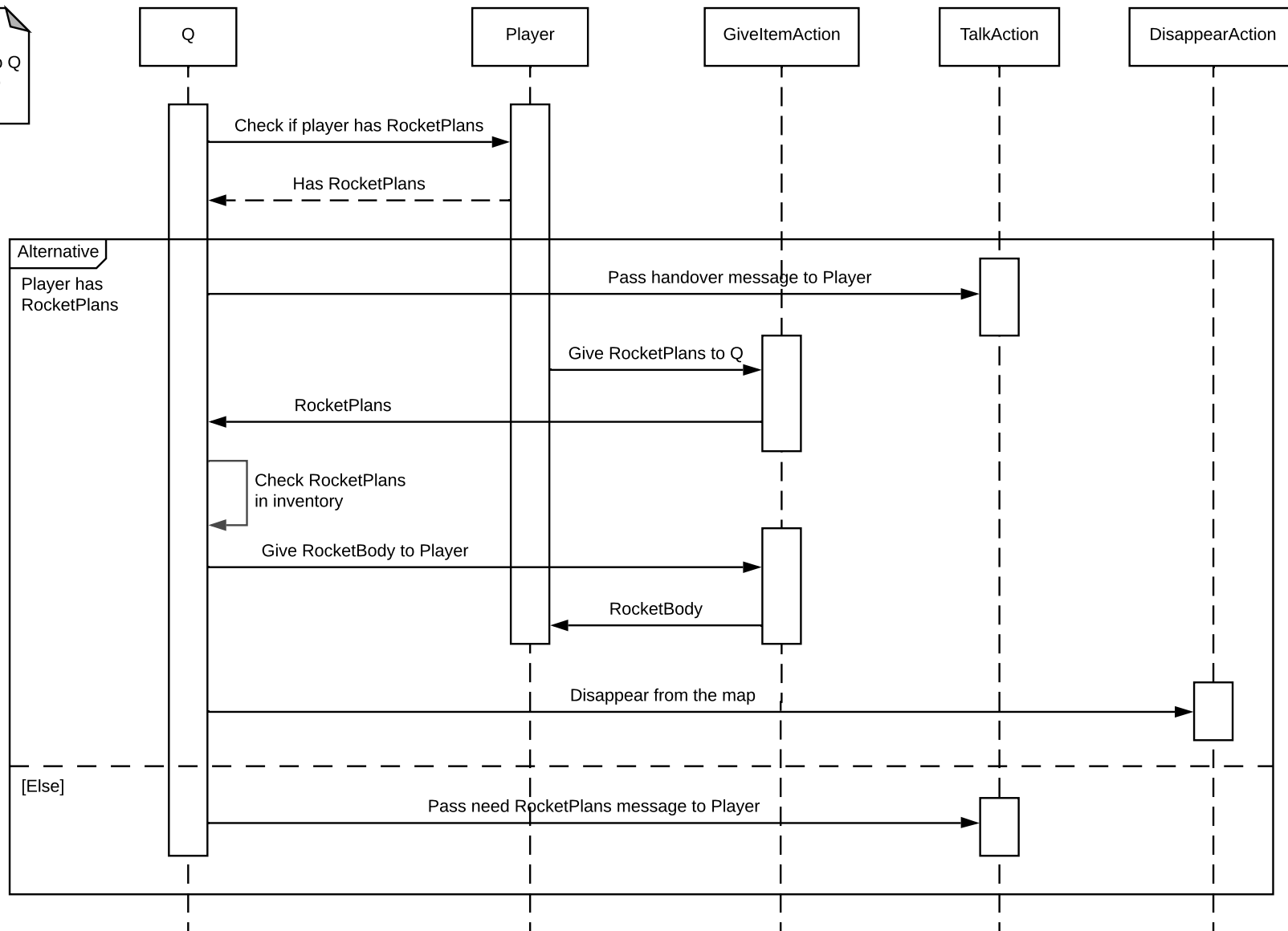
Ninja stores the Actor as attribute, so it is able to check its location

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



NPC : Q

Assumption:
Player is next to Q
and talking to Q



Rocket Building

