Activitydiagram(attempt)

enemyChoice

playerAttack

True

attacksucces

false

enemyAttack

combatDecider()

combat()

CombatChoice

CombatOption

print result

CombatResult

False

enemyDeath

True

End of combat

attackAttempt()

equippedWeapon

True

False

eqippedWeapon != null

return empty

False

True

ammo == 0

return noAmmo

False

roomEnemies.size>0

return enemyHit

Return

weaponeffekt()

print statement

print engagestatement

True

combatChoice1==combatChoice2

enum.CombatChoice=combatChoice2

enum.CombatChoice=combatChoice1

combatRandomChoice()

combatRandomChoice()