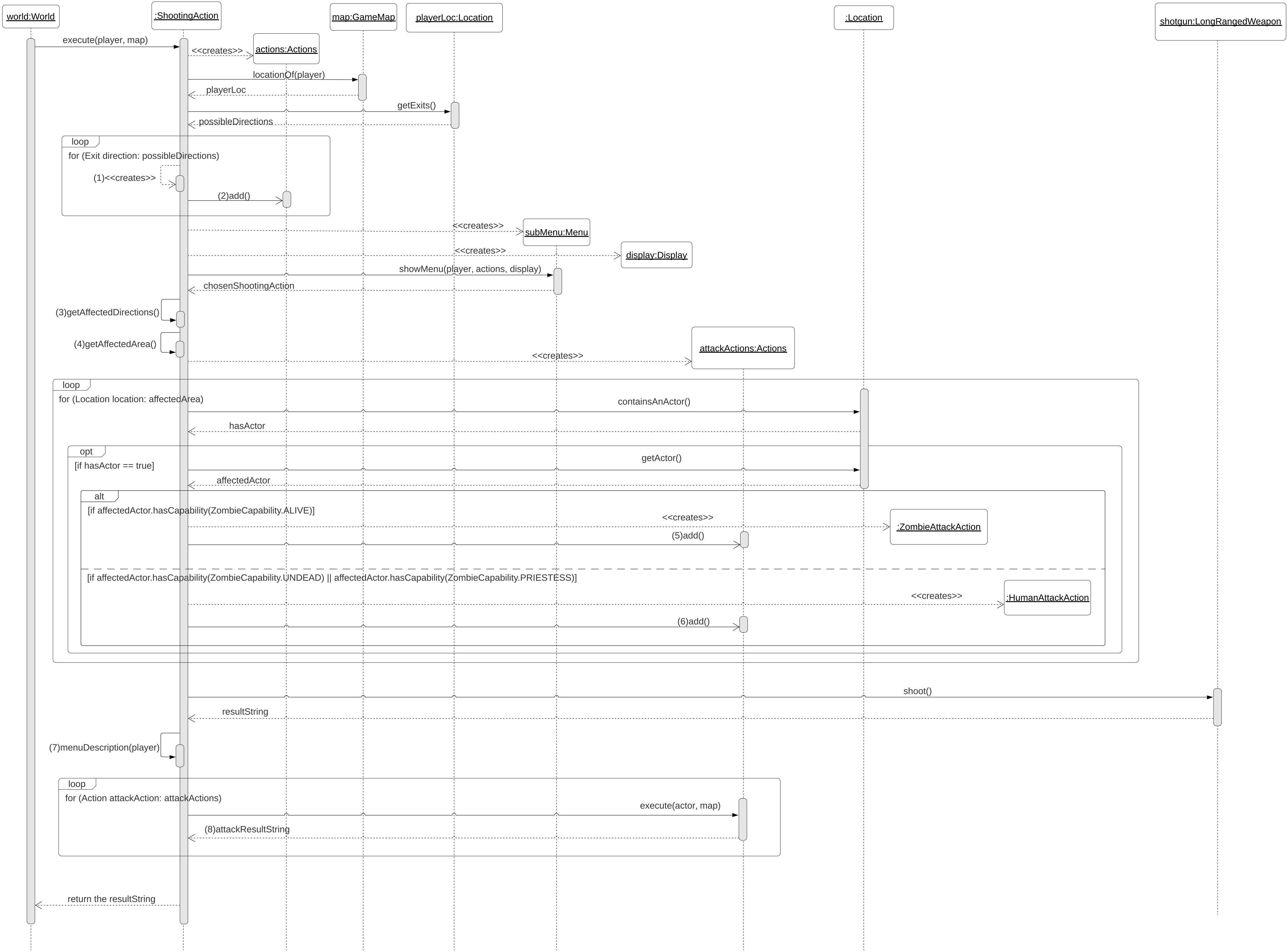


Sequence_diagram_2_Shooting_Using_Shotgun

Scenario: There is a shotgun with bullets in the Player's current inventory and "Player uses shotgun" option is provided in the menu display. The player chose the option to use shotgun and the corresponding ShootingAction is returned from Menu class back to World and World called the execute method of this ShootingAction as shown at the start of the sequence diagram below. A submenu providing different options of shooting direction for the ShootingAction will be shown and the player will chose on direction for shooting.



- (1) Ceate new instance of ShootingAction in specific direction
- (2) Add the created ShootingAction into actions list
- (3) Get a list of affected directions Exit objects based on chosen shooting direction retrieved from chosenShootingAction and possibleDirections
- (4) Get a list of Location objects which represent area actor's current location
- (5) Add ZombieAttackAction instance created into attackActions list
- (6) Add HumanAttackAction instance created into attackActions list
- (7) Concatenate resultString returned by shotgun.shoot() which describes the number of bullets with description string of ShootingAction returned by menuDescription()
- (8) Concatenate each attackResultString with resultString formed previously