

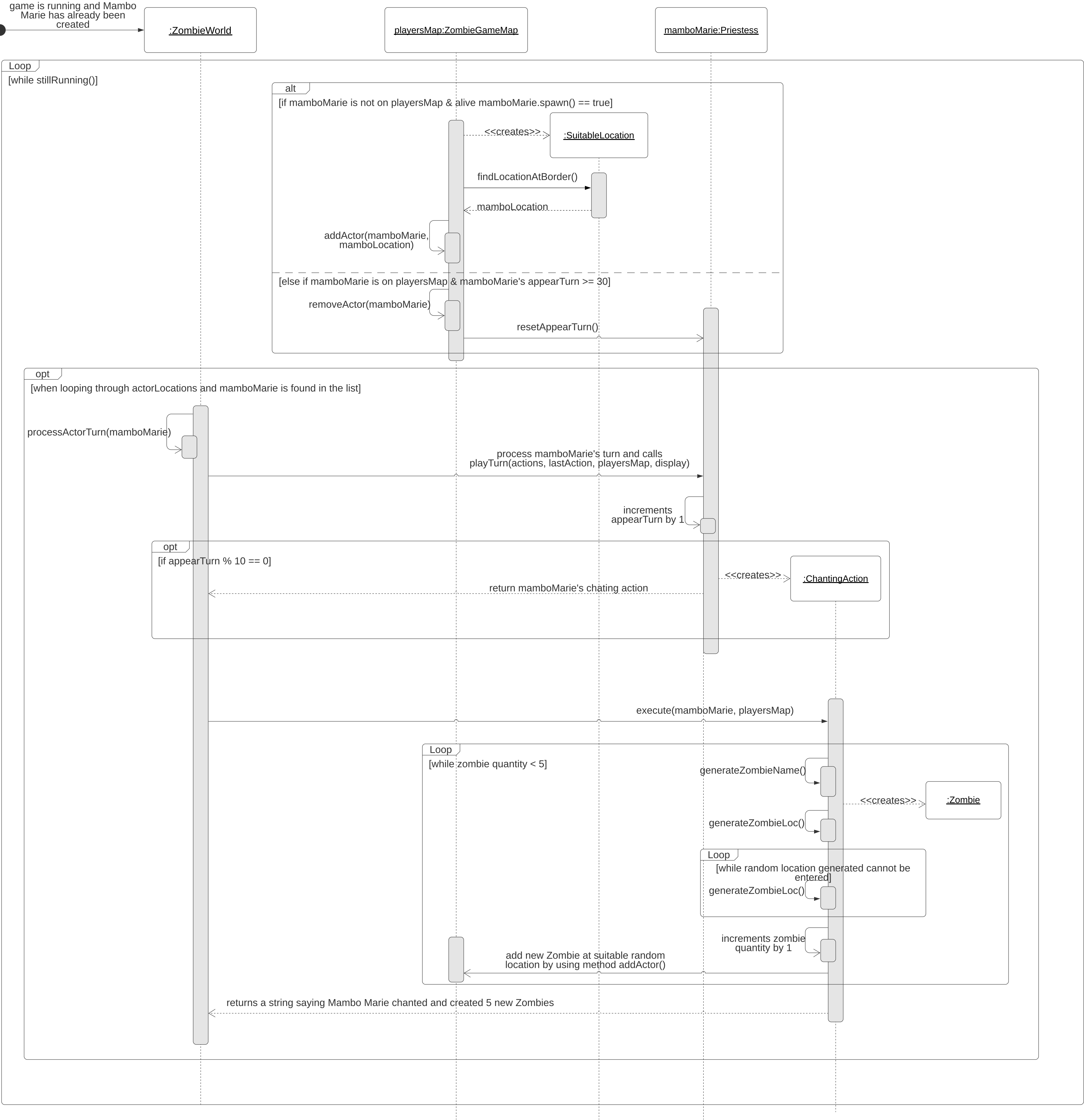
Sequence diagram 1 Mambo Marie

Text

Scenario: At the beginning of game, a Mambo Marie is created but not added onto any map. This sequence diagram models turn where first appears on map until she disappears. More specifically, Marie's behaviour at 1st, 10th, 20th, 30th and 31st since her apperance. to prevent from becoming too complex.At 1st turn, same as Player. 20th will chant create 5 new zombies. be removed waits for next spawning.

Several assumptions were made while drawing this diagram:

- 1. killed 30 turns, therefore, disappear normally after turns.
- 2. Throughout all Player stay map.



1. In ZombieWorld class, we can check whether mamboMarie has already appeared on any map by determining if the list actorLocations contains instance. We mamboMarie's alive status using ZombieCapability.DEAD.

2. mamboMarie.spawn() determines will appear player's current during one particular turn. The method first generates a random Double value, which is then being converted to percentage. If this percentage falls within probability space where appear, i.e. <= 5%, return true. Else, it false.

3. findLocationAtBorder() in SuitableLocation class finds location at edge of that does not contain actor and passable terrain so be added onto location.

4. resetAppearturn() reset its private attribute, appearTurn 0.