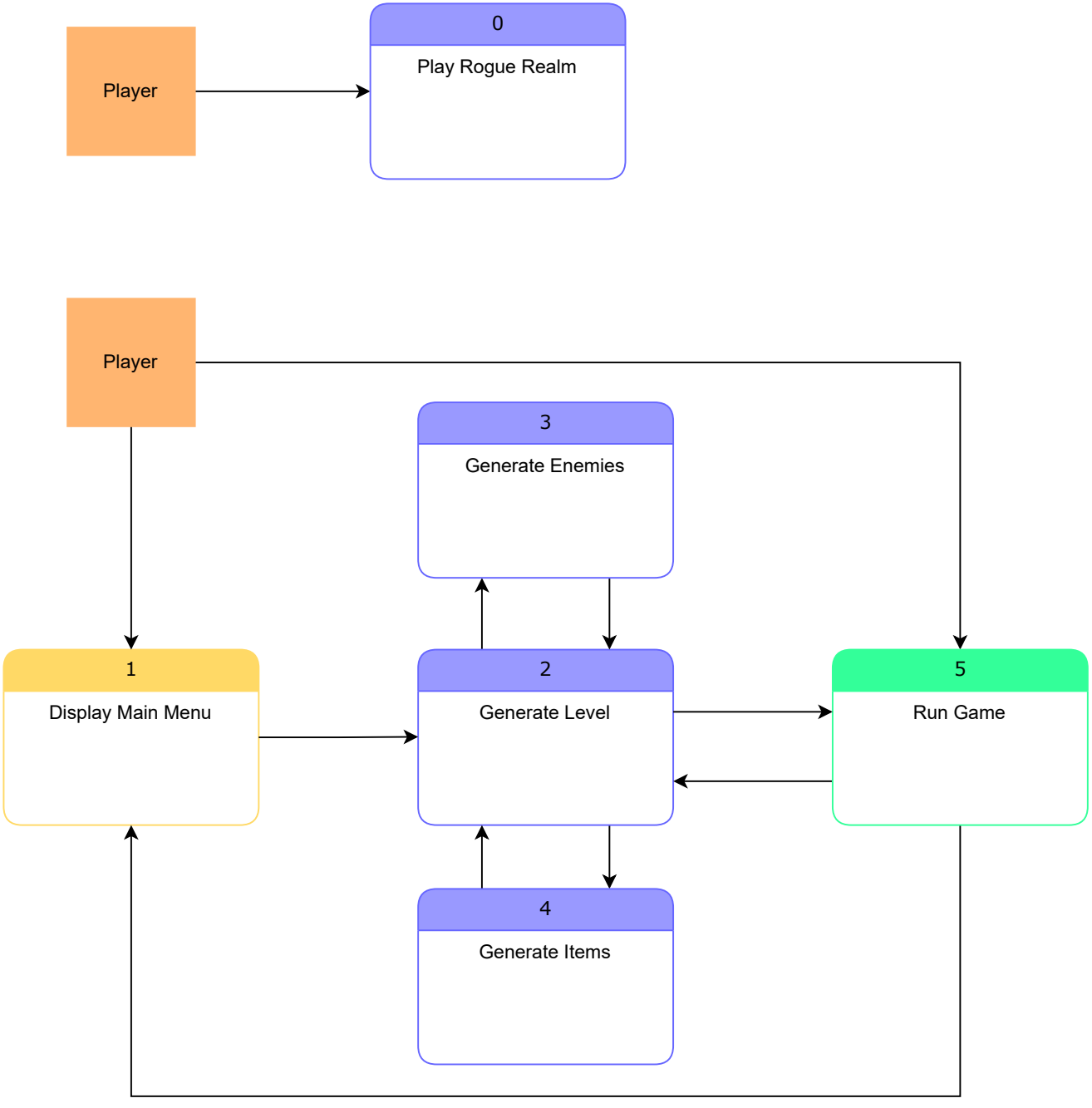
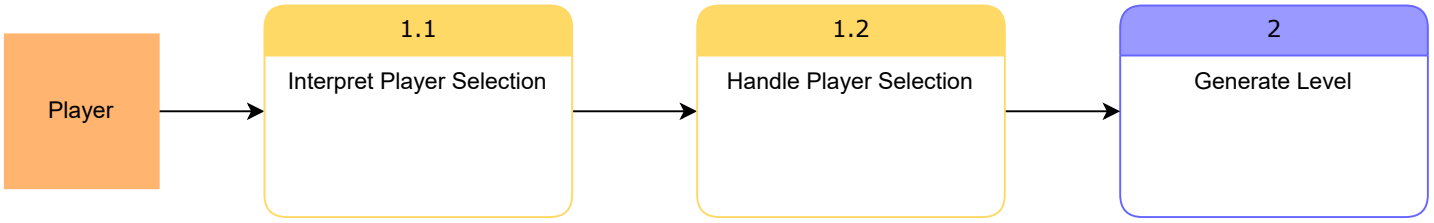
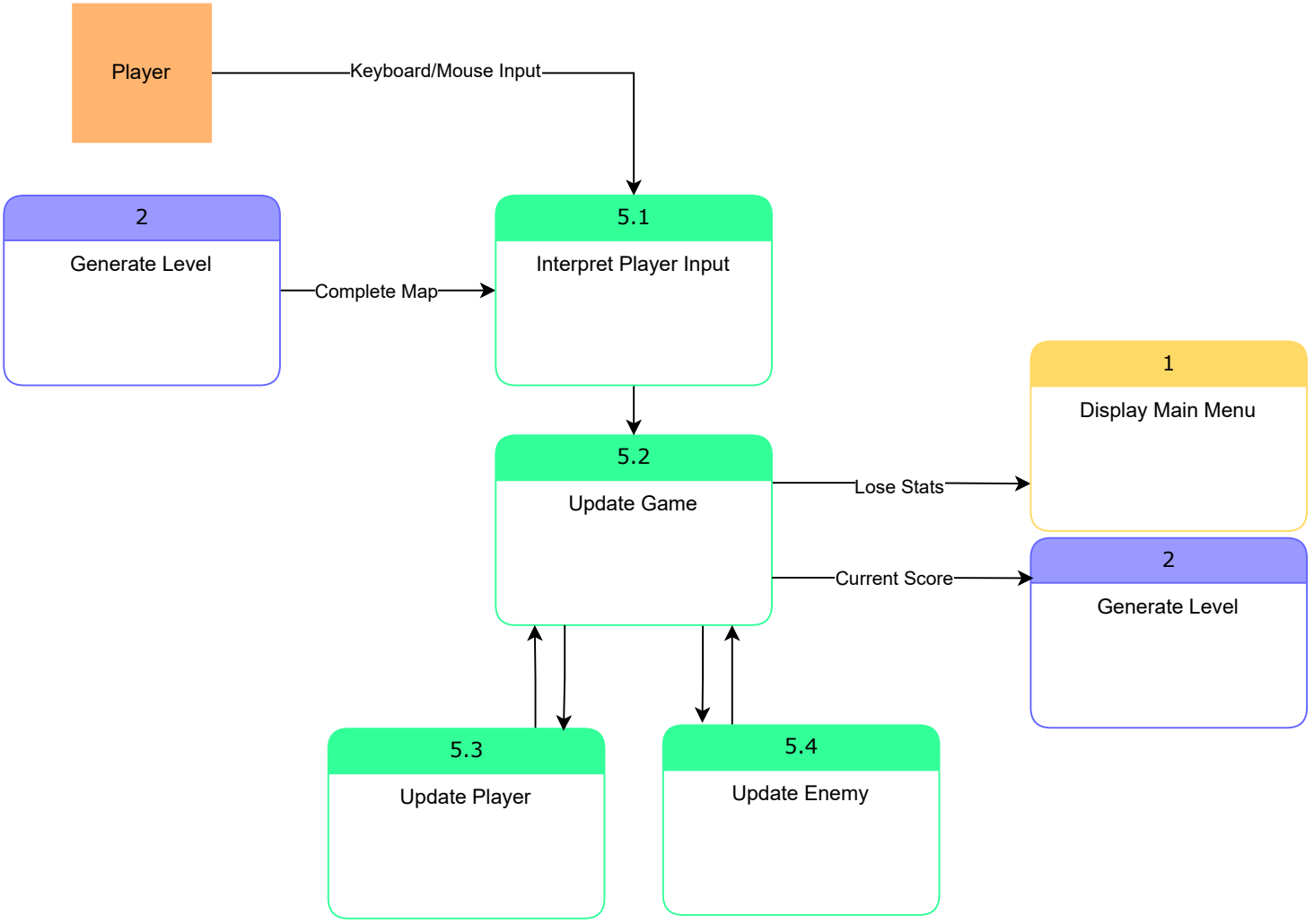
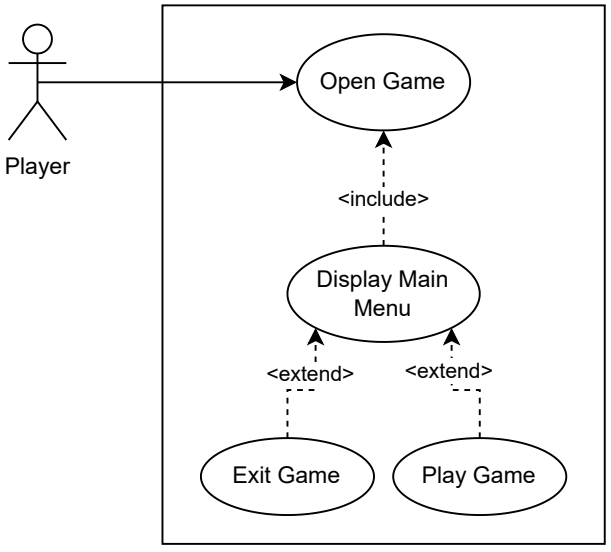
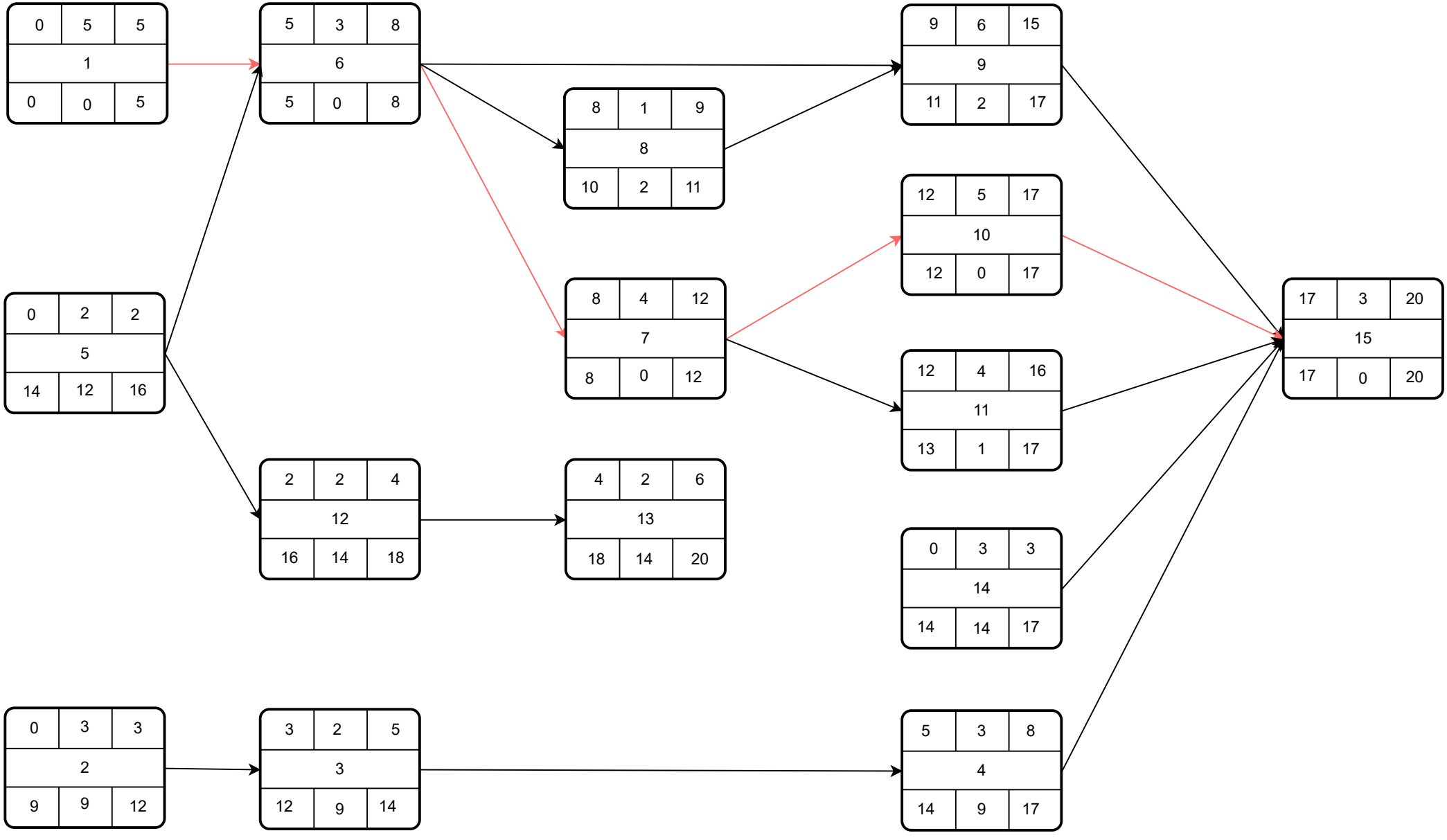

Player
0
Play Rogue Realm
Player
3
Generate Enemies
1
Display Main Menu
2
Generate Level
5
Run Game
4
Generate Items

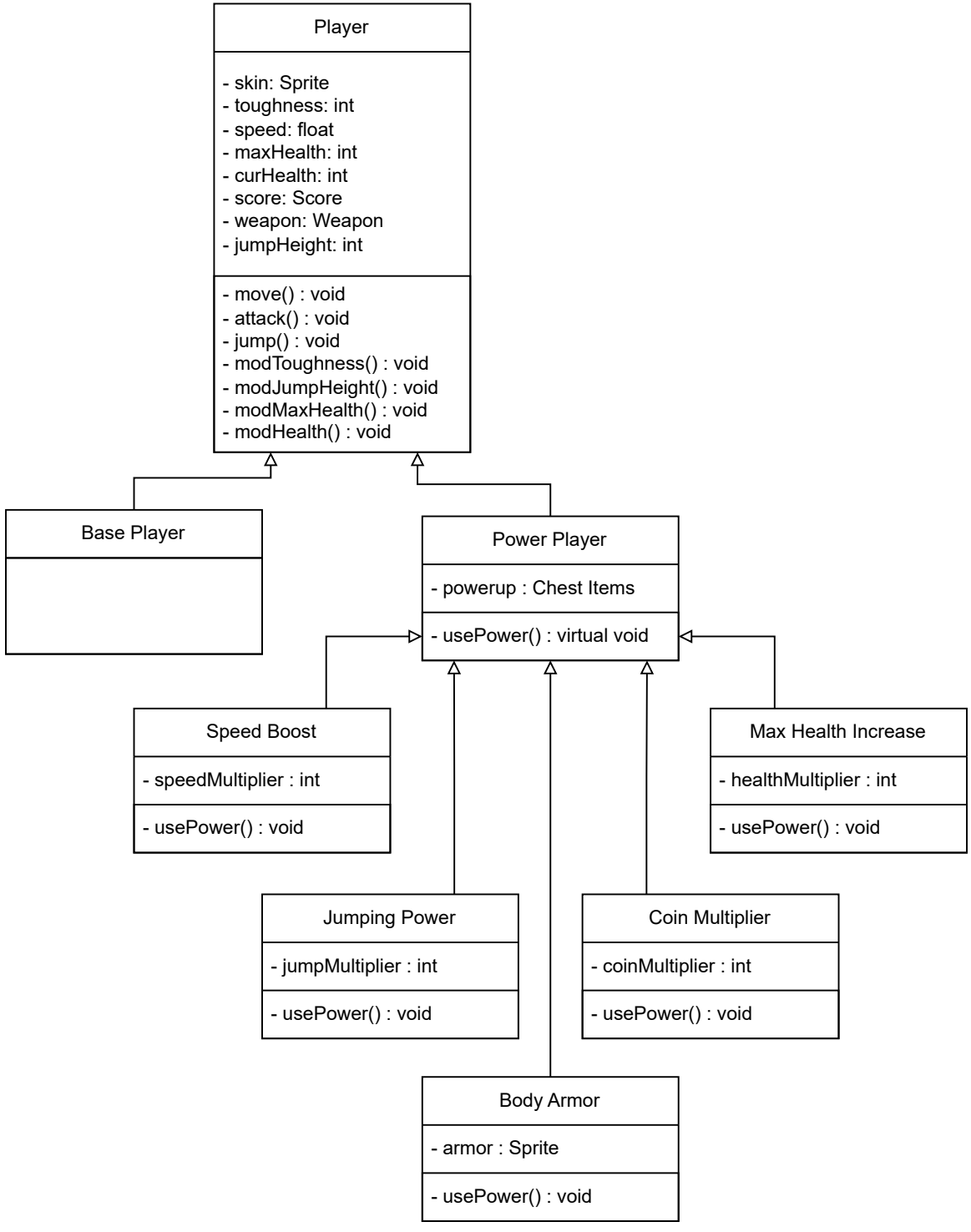

Player
1.1
Interpret Player Selection
1.2
Handle Player Selection
2
Generate Level


Player
Keyboard/Mouse Input
2
Generate Level
Complete Map
5.1
Interpret Player Input
1
Display Main Menu
5.2
Update Game
Lose Stats
Current Score
2
Generate Level
5.3
Update Player
5.4
Update Enemy

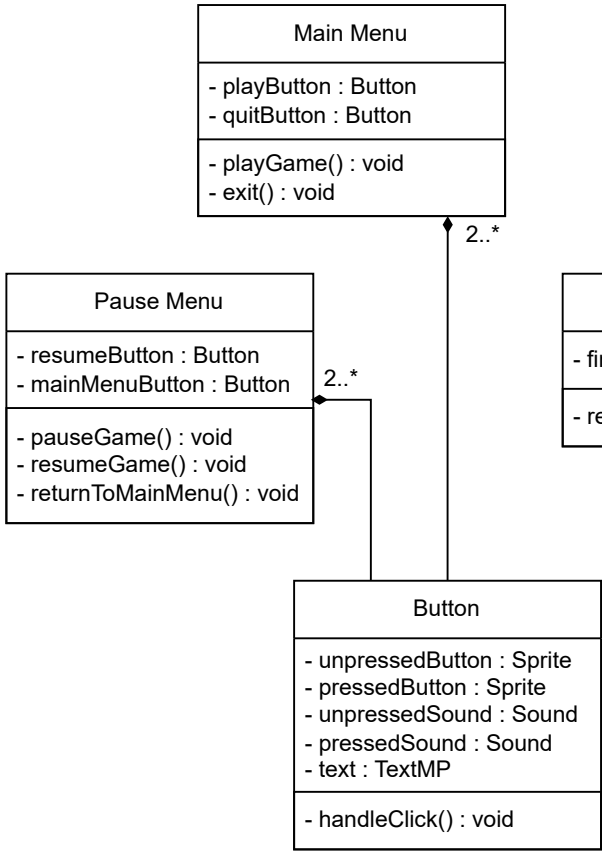

Player
Open Game
<include>
Display Main Menu
<extend>
<extend>
Exit Game
Play Game

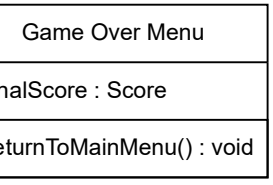

0 5 5
1
0 0 5
5 3 8
6
5 0 8
8 1 9
8
10 2 11
9 6 15
9
11 2 17
12 5 17
10
12 0 17
8 4 12
7
8 0 12
12 4 16
11
13 1 17
0 2 2
5
14 12 16
2 2 4
12
16 14 18
4 2 6
13
18 14 20
0 3 3
14
14 14 17
0 3 3
2
9 9 12
3 2 5
3
12 9 14
5 3 8
4
14 9 17
17 3 20
15
17 0 20

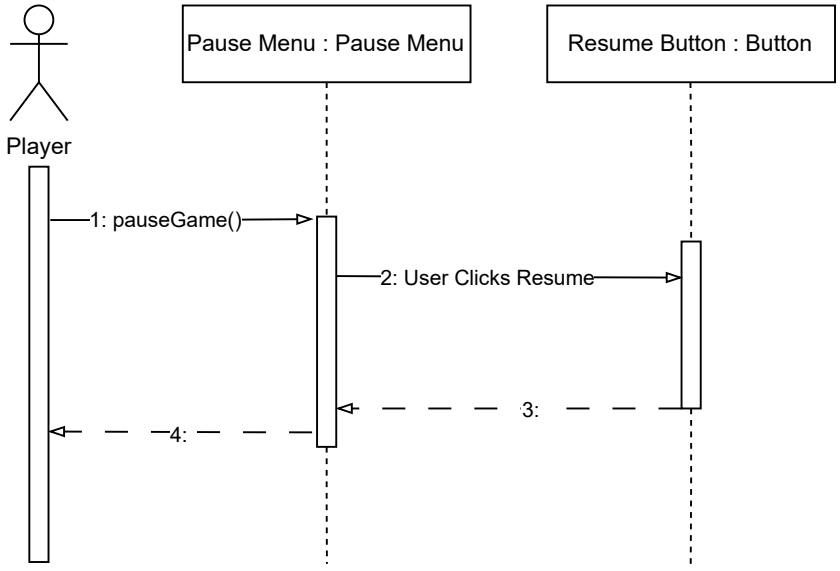
Player Feature



Menu Feature




Game Over Menu
nalScore : Score
eturnToMainMenu() : void


Player
Pause Menu : Pause Menu
Resume Button : Button
1: pauseGame()
2: User Clicks Resume
3:
4: