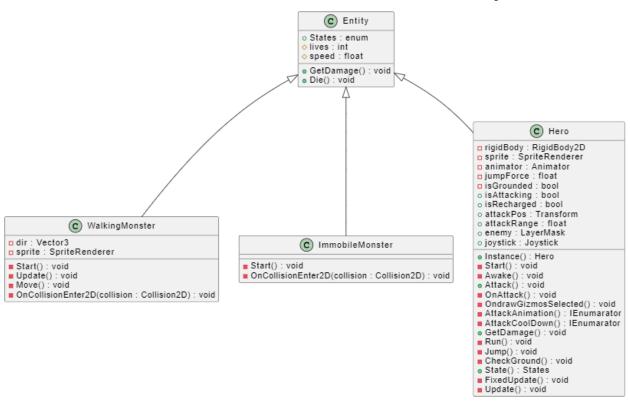
Class Diagram









Activity Diagram "Attack algorithm" User pressed the "Attack" button Draw a circle of attack range Get an object by its boundary

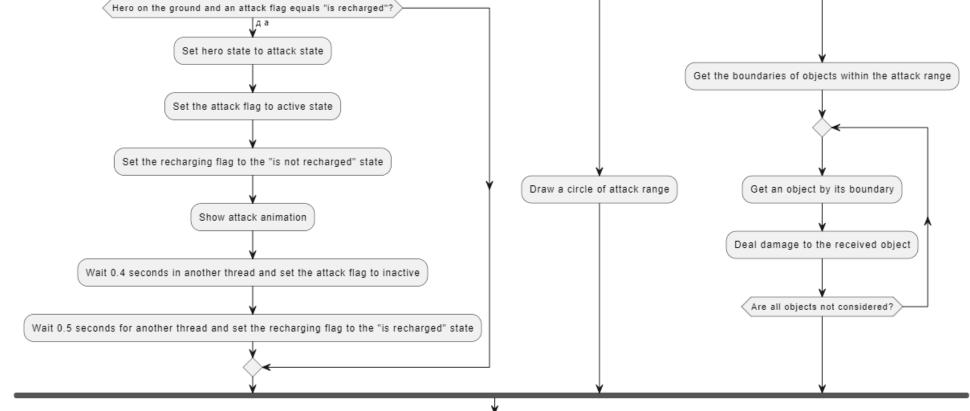
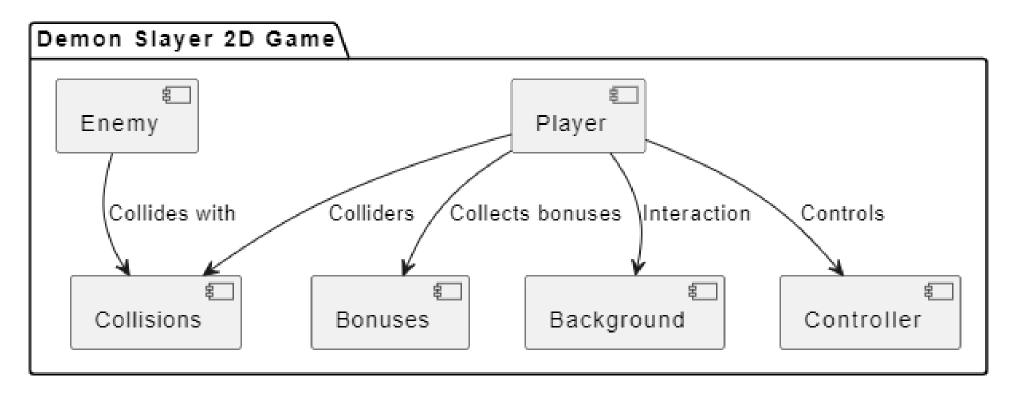


Diagram of components



Deployment diagram

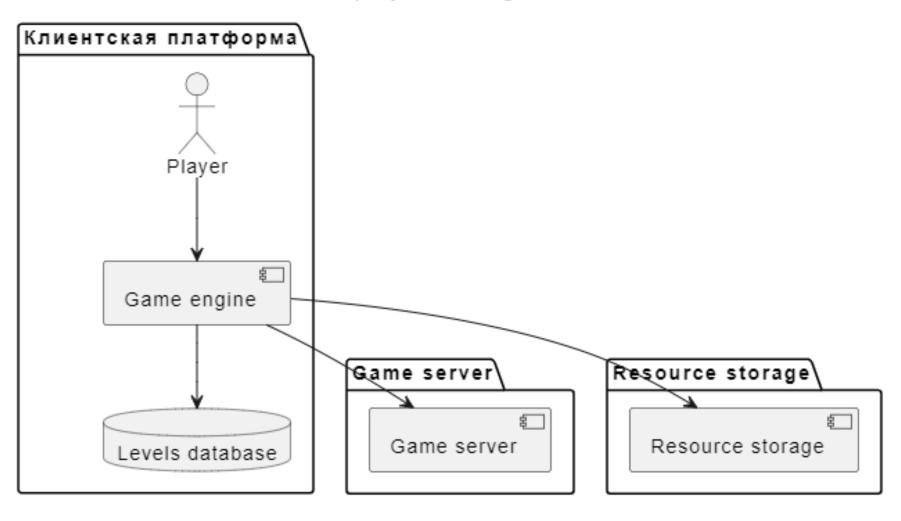
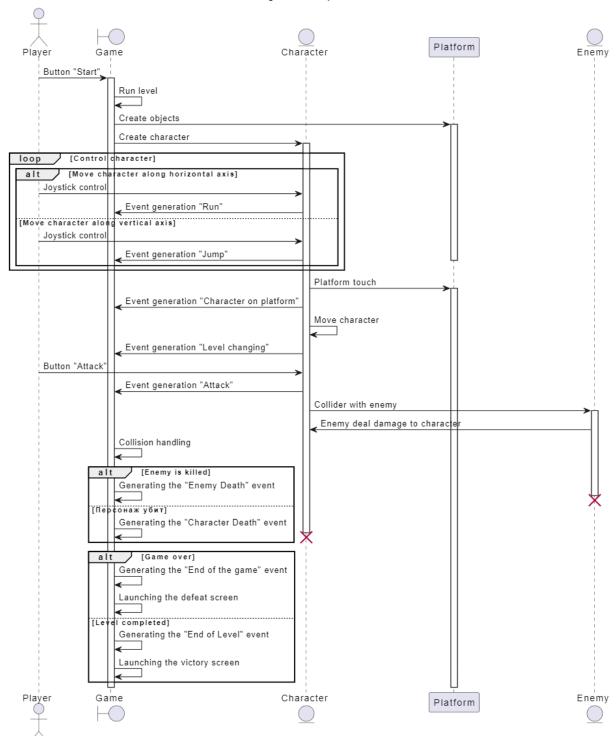


Diagram of sequences



Character State Diagram

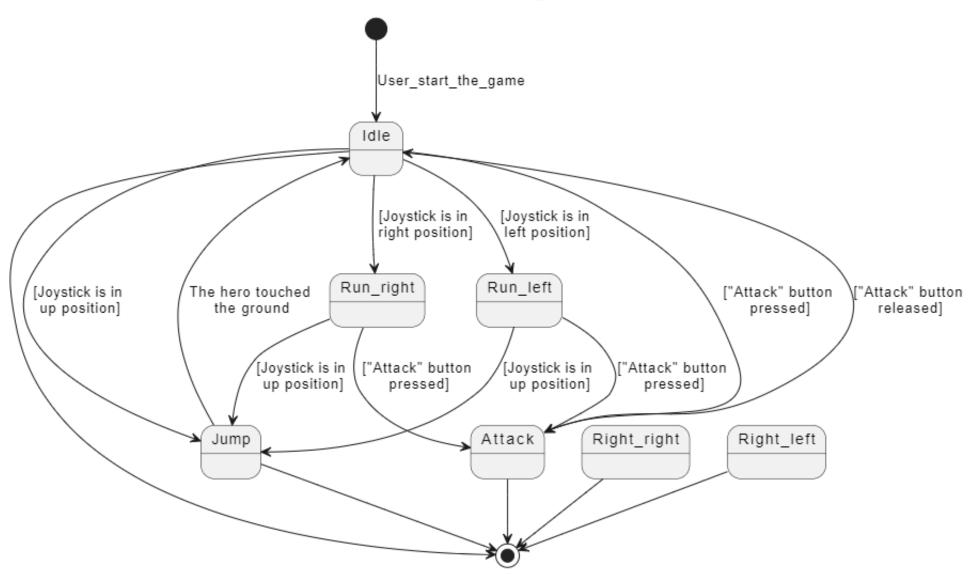


Diagram of Usecases

