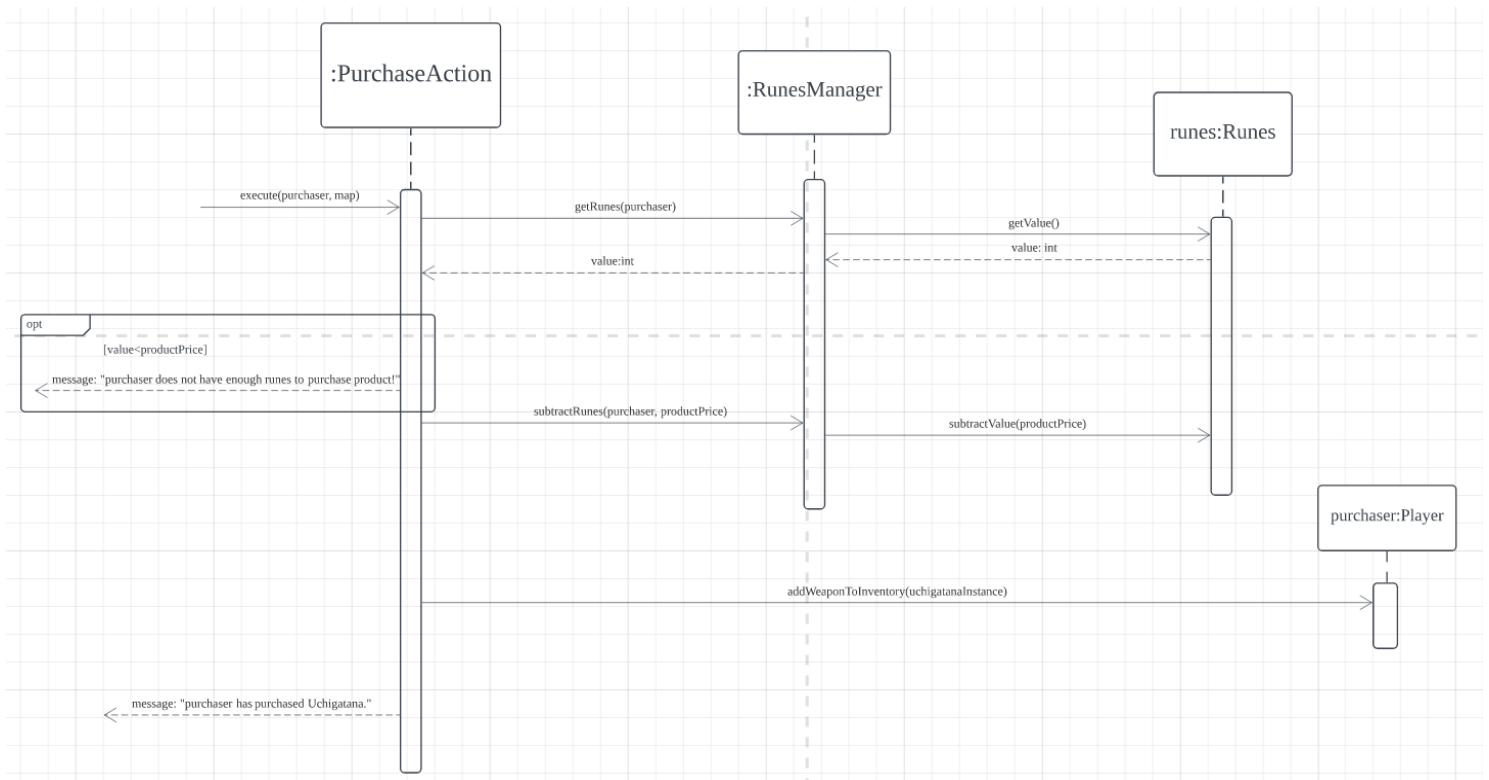
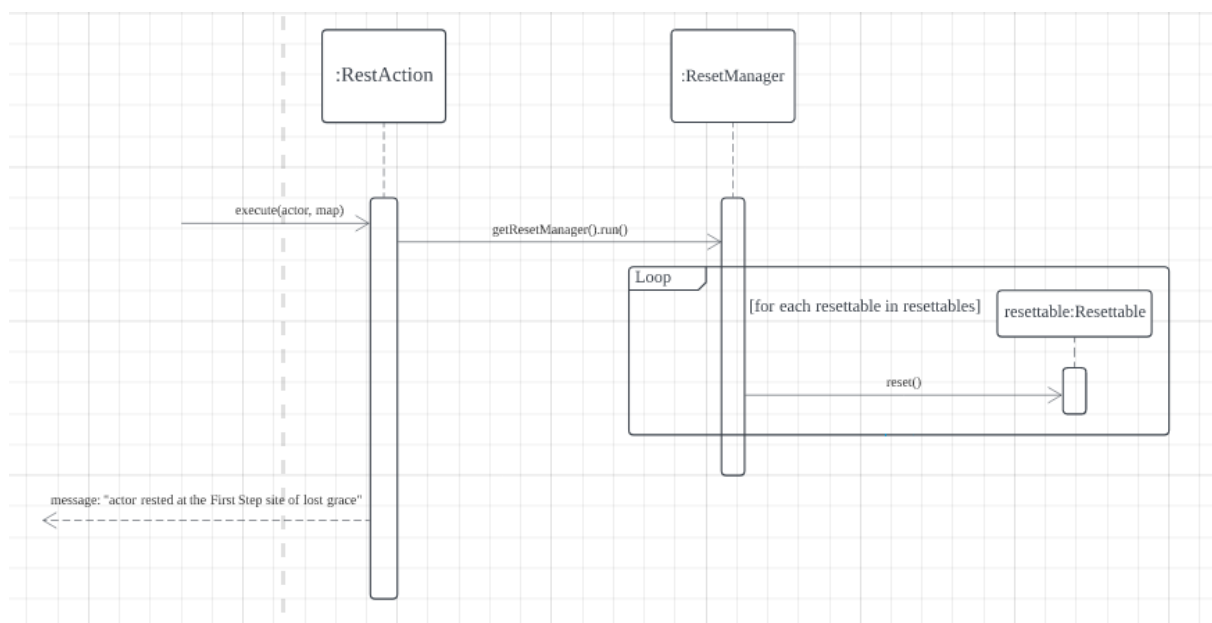


REQ 2

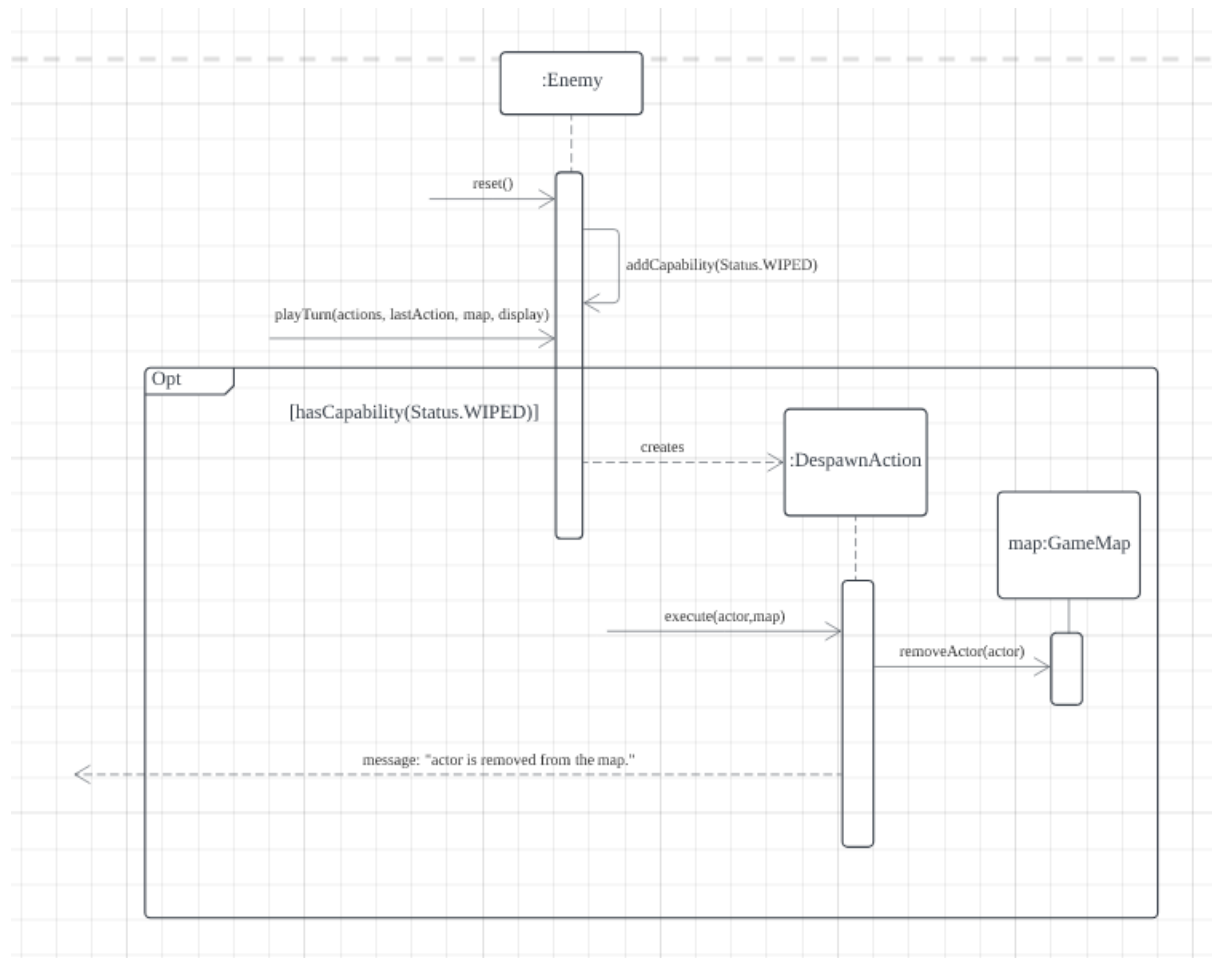


This sequence diagram showcases a scenario where the Player is purchasing an Uchigatana.

REQ 3



This diagram showcases a scenario where Player rests on SiteOfLostGrace.



This diagram showcases an Enemy despawning after `reset()` is called when player rests on `SiteOfLostGrace`.