# SSD- Player Buying FROM VENDINGMACHINE

| :World | gameMap:GameMap | location:Location | :VendingMachine | :player |
|--------|-----------------|-------------------|-----------------|---------|

**Loop**

*while stillRunnuing()*

:World → gameMap:GameMap : *tick()*

gameMap:GameMap → location:Location : *at(x,y).tick()*

**Optional**

*location.getGround instanceof VendingMachine*

location:Location → :VendingMachine : getGround().tick(location)

:VendingMachine → :player : location.map.getplayer().getTotalEcoPoints()

:player ⇠ :VendingMachine : totalEcoPoints

:VendingMachine : getSellableitems(totalExopoints)

**Optional**

*[vendingmachine location the same as players]*

:VendingMachine → :player : addBuyAction()

:player : actions.add(new BuyAction())