

FIT2099 Assignment 2

Sequential Diagrams

Group name: MA_Lab06_Group6

Group member:

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|---------------------|----------|
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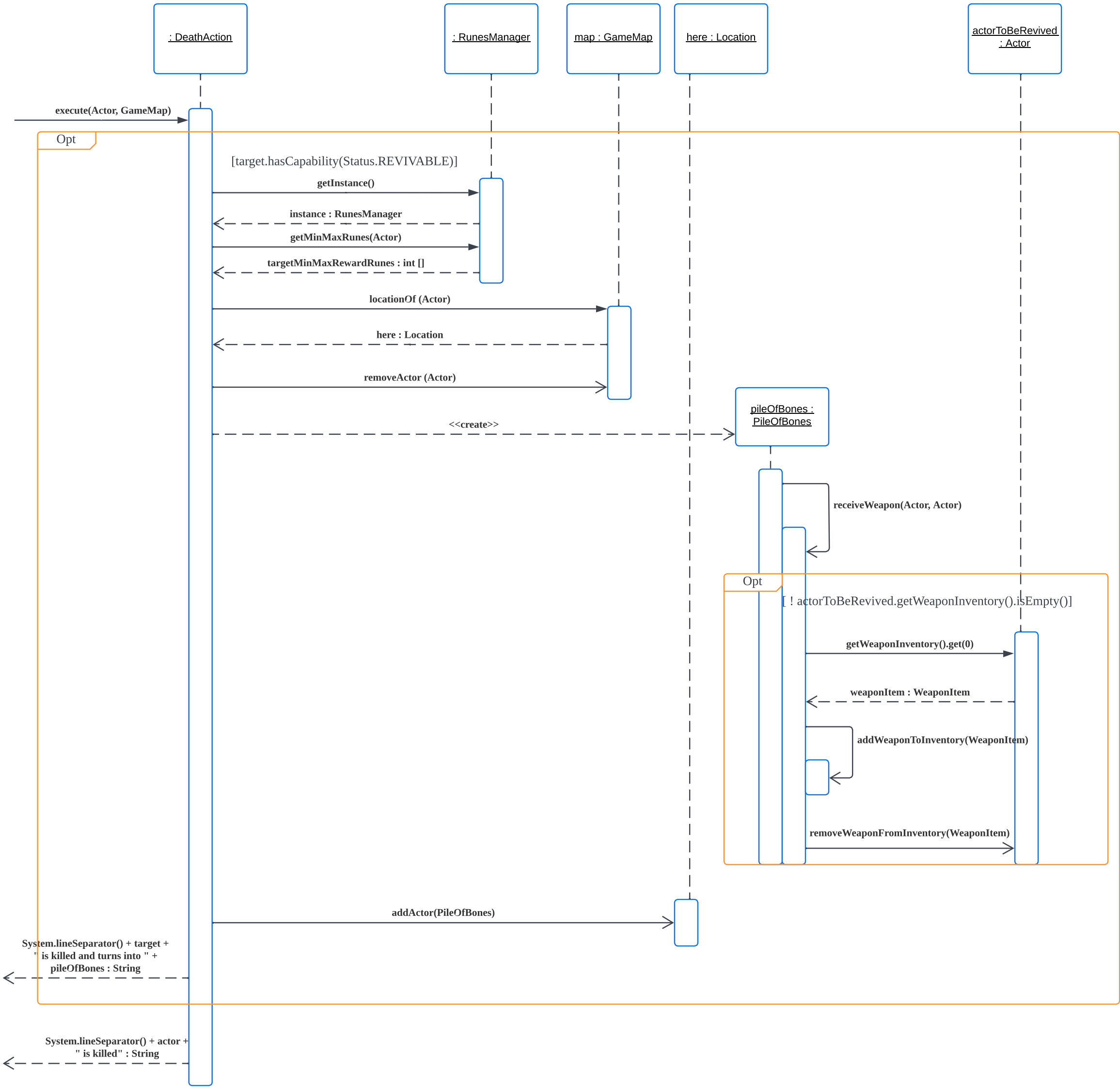
Link to group's contribution logs spreadsheet:

<https://docs.google.com/spreadsheets/d/1vDWOI0y7OB4fWNsCS8IczHFDFUI4hhW5-LMqDeUrgBY/edit?usp=sharing>

This document includes the sequential diagrams of Requirement 1 to Requirement 5. The scenario for each requirement is stated before the sequential diagram is presented.

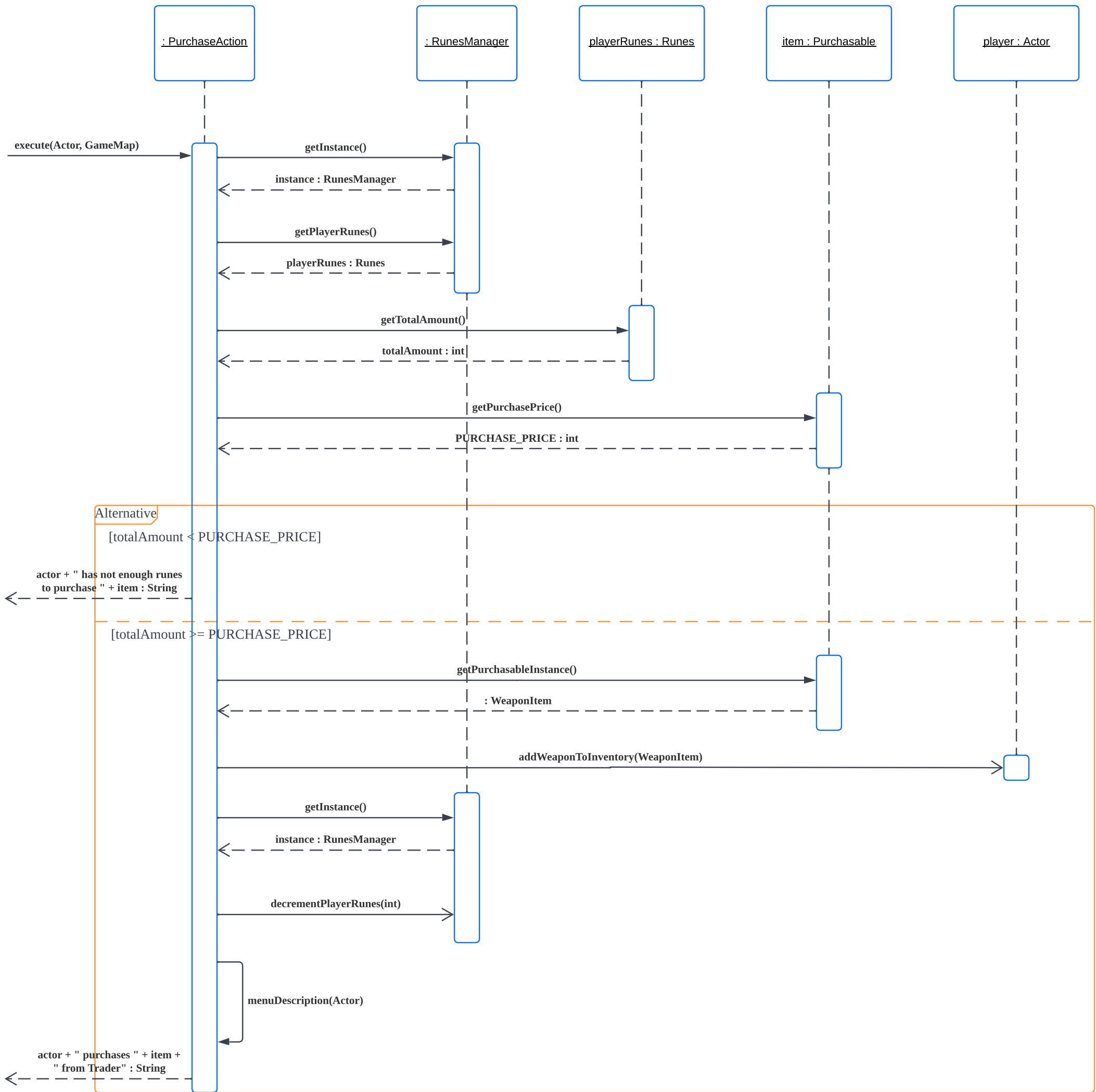
Game Requirement 1

Scenario: Heavy Skeletal Swordsman is defeated and turns into Pile Of Bones.



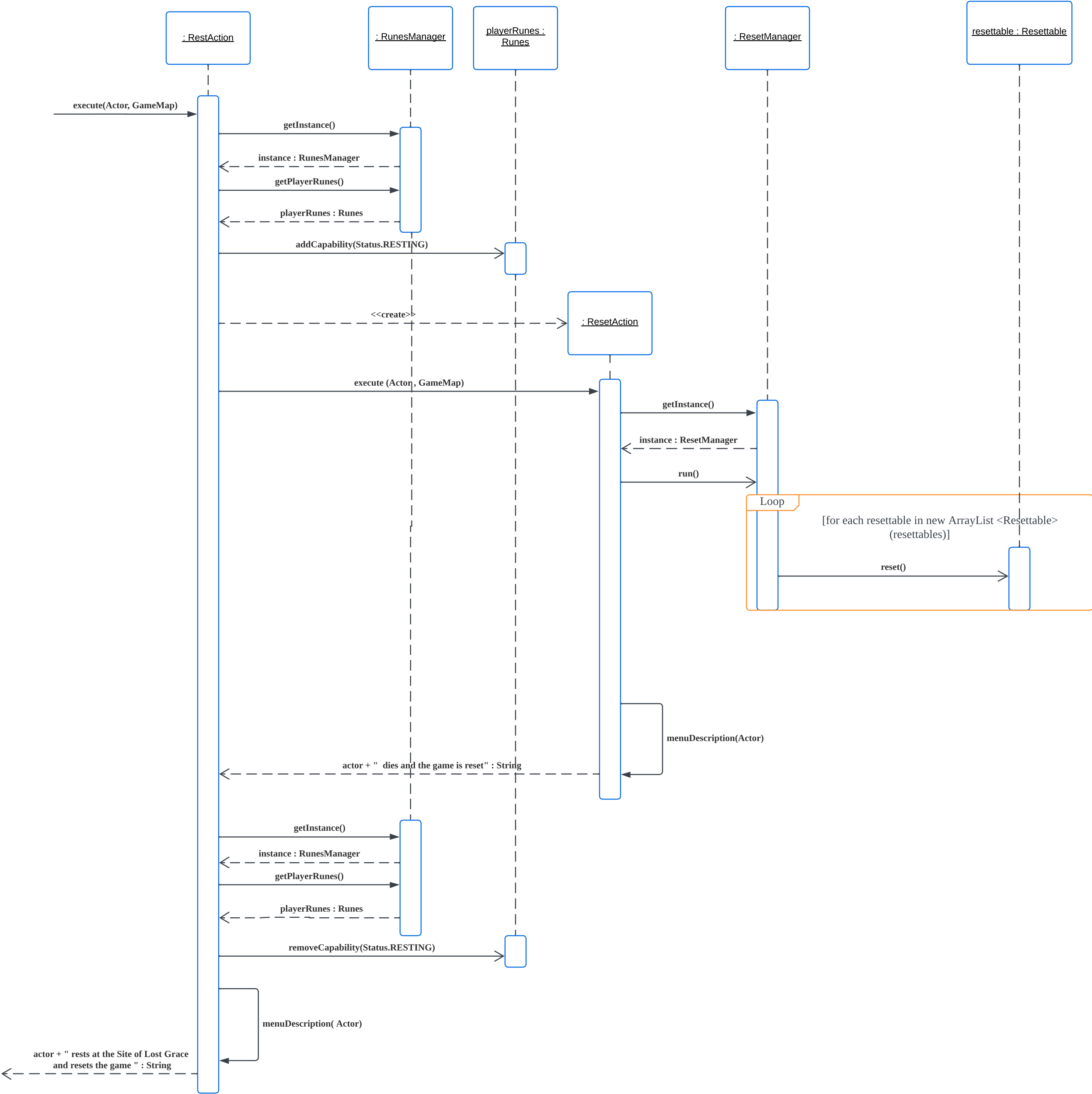
Game Requirement 2

Scenario: Trader gives Actor Purchase Action if the Actor is nearby the Trader.



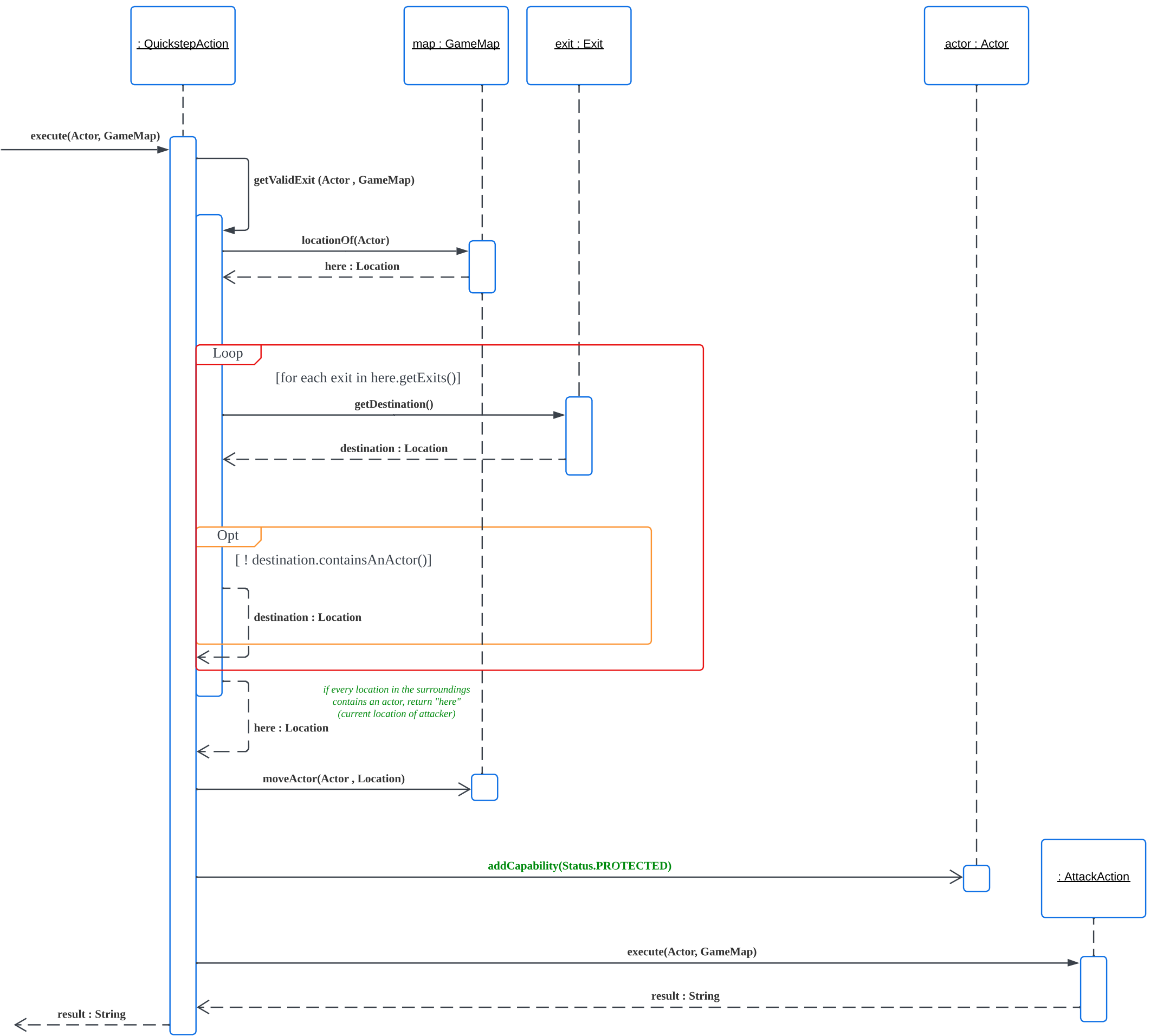
Game Requirement 3

Scenario: Player chooses to reset the game when resting on the Site Of Lost Grace.



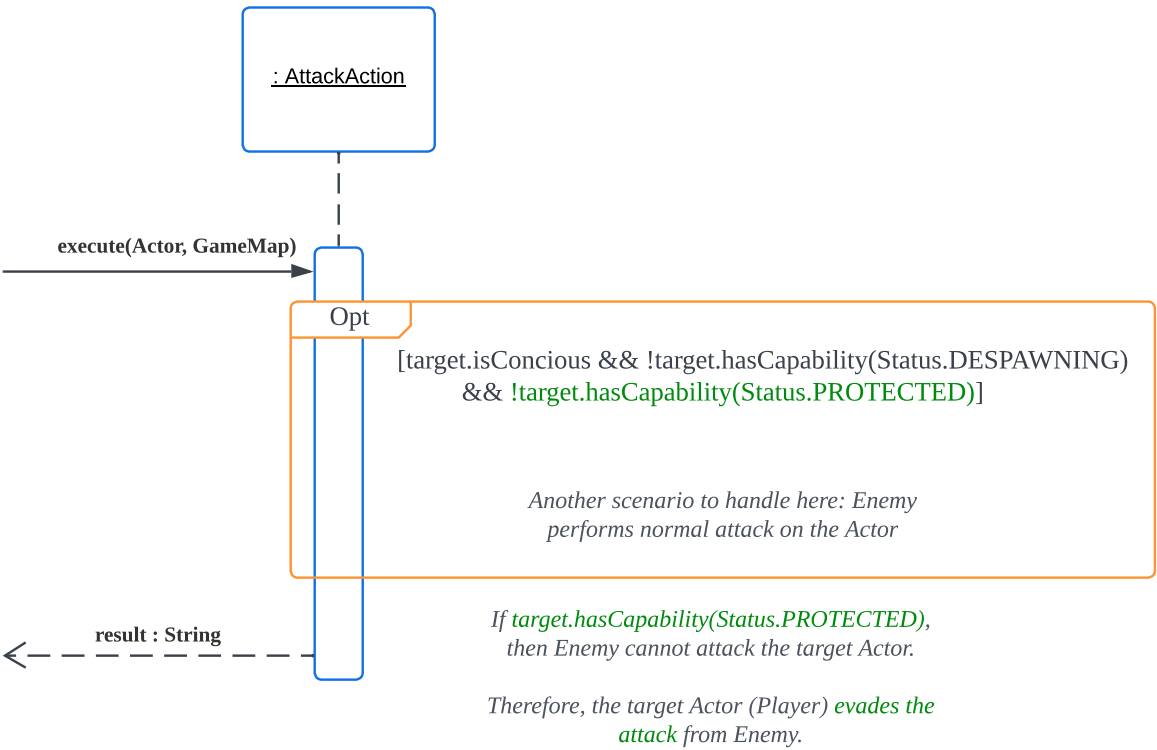
Game Requirement 4

Scenario: Actor playing the archetype of Bandit performs Quickstep Action on a target actor.



Game Requirement 4 (continue...)

Scenario : To show that in the same round of the game, when the Enemy wants to execute an Attack Action or Area Attack Action, it cannot attack the Actor (Player) who has just performed Quickstep Action, due to having the capability of **PROTECTED**.



Game Requirement 5

Scenario: Graveyard on the East side of the Game Map spawns Skeletal Bandit by chance.

