

## Sequence Diagram

The Sequence diagram presented consists of the timeline of when a user interacts with a certain object, such as a droid or another character.

When the application is launch, it begins with a default welcome screen, placing the user (you) onto the map and asking for the direction you wish to move the character. By entering the direction, the display will update and display the character's new location.

As the character is in the same location as another object, it will display a new message asking for input for an action. eg. Attack, Train, Heal. When the user prompts the response, the user will then interact with the object, thus updating the outcome of the prompt.