:BedOfChaosBoss :Branch :Leaf :GameMap :BossComponent :Actor :Display playTurn() check for nearby player get exit destination opt getTotalDamage() [Player Neaby] print attack message hurt(damage) opt randomly add branch or [hasPlayerEverBeenNearby] opt [50% chance] addPart(new Branch) grow() add new branch or leaf addPart() addPart(new Leaf) trigger growth on all parts loop grow() [All Components] loop [is Branch?] addPart(new Branch/Leaf) getHealing() opt heal(healing) [Healing > 0] DoNothingAction

This sequence diagram is specific to the scenario where the Bed of Chaos Boss (BedOfChaosBoss) determines its actions during its turn in the game