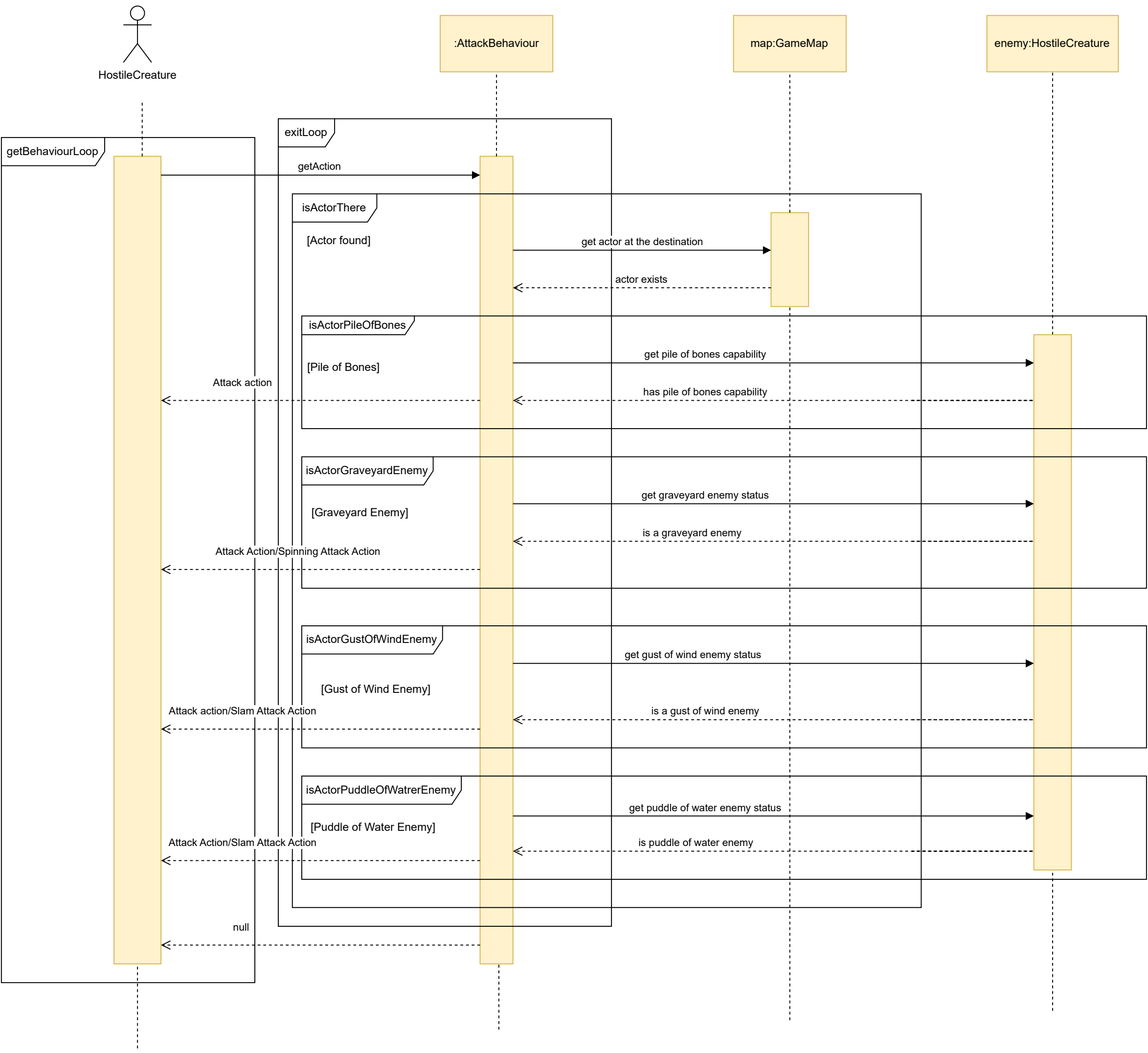
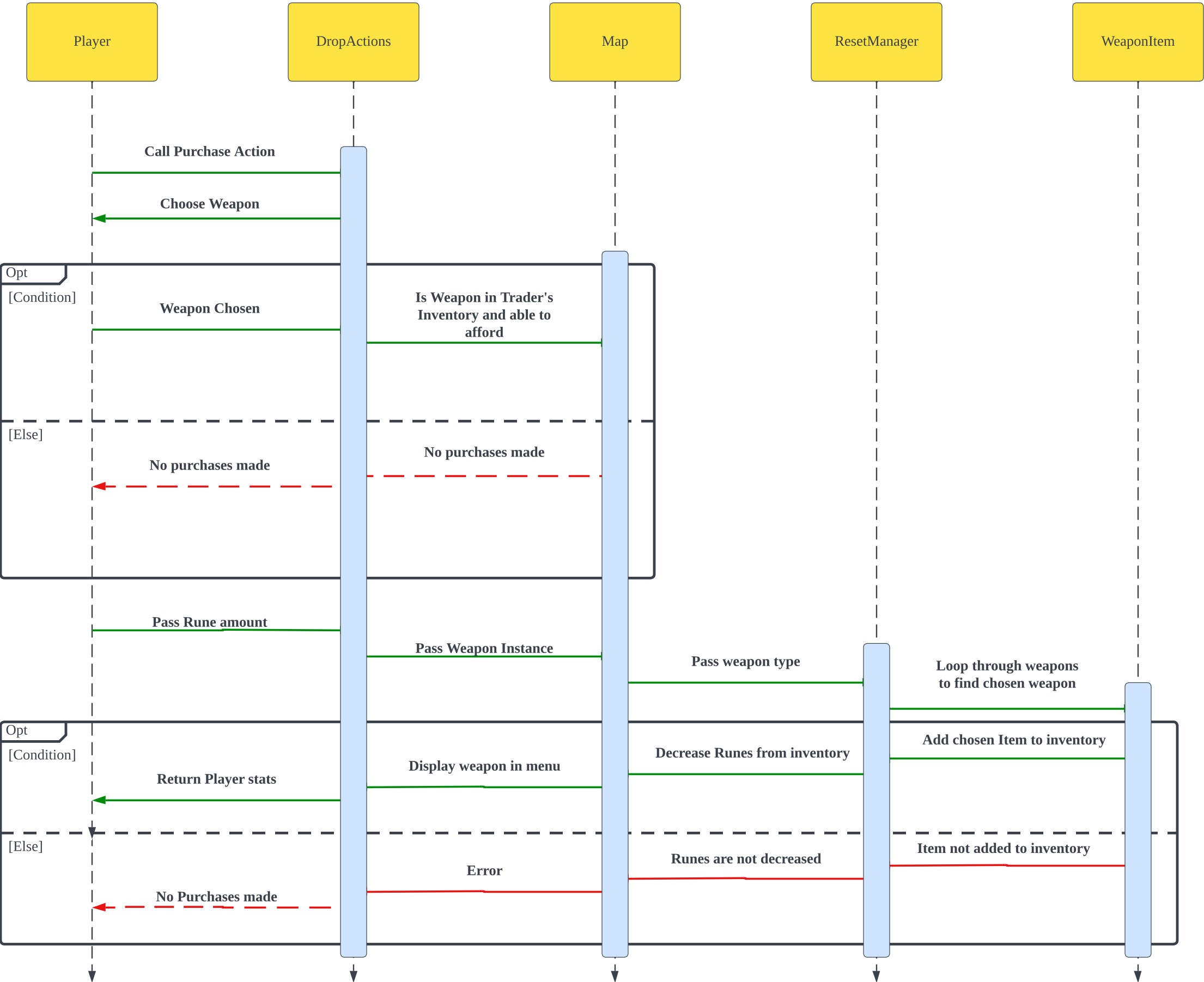


This sequence diagram demonstrates the process of a hostile creature navigating attack behaviour while it is in its play turn



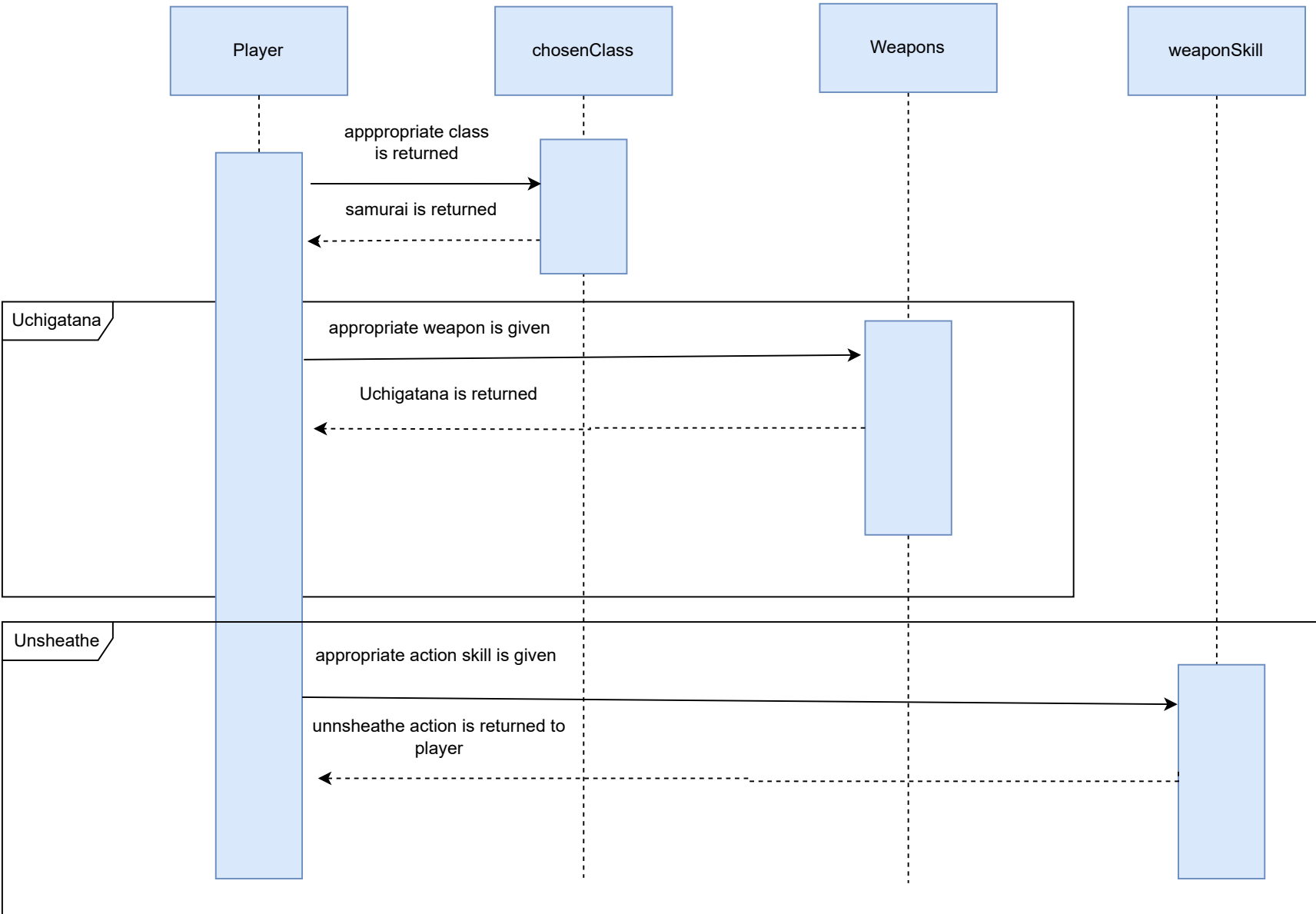
REQ2 SEQUENCE DIAGRAM TO SHOW THE
PURCHASE ACTION WHEN PLAYER DECIDES TO
PURCHASE A WEAPON



REQ3 SEQUENCE DIAGRAM TO SHOW THE INTERACTION BETWEEN THE CLASSES WHEN THE PLAYER DIES



This sequence diagram will demonstrate how a Player use the Unsheathe action.



This sequence diagram demonstrates how Graveyard (a spawning ground) spawns appropriate enemy based on direction of the graveyard

