title Typical Pokémon GUI Event

User->MainGUI/Controller: start game, display instructions and main view

MainGUI/Controller->User: displays option for character

User->MainGUI/Controller: picks boy or girl

MainGUI/Controller->MainGUI/Controller: instantiate Trainer object

MainGUI/Controller->BuildingView: instantiate building and save

BuildingView->MainGUI/Controller: load NPCs, sprites, Pokémon, etc.

MainGUI/Controller->User: update current view to building

User->MainGUI/Controller: go outside and move around

MainGUI/Controller->TownView: instantiate town and save

TownView->MainGUI/Controller: load NPCs, sprites, Pokémon, etc.

MainGUI/Controller->User: update current view to town

User->MainGUI/Controller: walk to NPC and ask to start quest

MainGUI/Controller->TownView: create safari game request to NPC

TownView->MainGUI/Controller: confirm safari game request from NPC

MainGUI/Controller->User: display instructions for safari quest

User->MainGUI/Controller: read instructions and accept

MainGUI/Controller->SafariZoneView: instantiate safari zone view and save

SafariZoneView->MainGUI/Controller: load NPCs, sprites, Pokémon, etc.

MainGUI/Controller->User: update current view to safari zone

User->MainGUI/Controller: walks into the grass

MainGUI/Controller->SafariZoneView: request results from strategy

SafariZoneView->MainGUI/Controller: wild Pokémon appears

MainGUI/Controller->BattleView: instantiate battle view and save

BattleView->MainGUI/Controller: load HP bar, user options, sprites, etc.

MainGUI/Controller->User: update current view to battle

User->MainGUI/Controller: throw rock

MainGUI/Controller->BattleView: send animation request

BattleView->BattleView: animate the user action

BattleView->MainGUI/Controller: update HP bar, probabilities, battle status, etc.

MainGUI/Controller->User: update the view for another turn

User->MainGUI/Controller: throw safari ball

MainGUI/Controller->MainGUI/Controller: decrement Trainer's count of safari balls

MainGUI/Controller->BattleView: call Pokémon catching function

BattleView->MainGUI/Controller: return true for catching function

MainGUI/Controller->MainGUI/Controller: adds to Trainer's list of caught Pokémon

MainGUI/Controller->User: display message that Pokémon was caught

User->MainGUI/Controller: press continue

MainGUI/Controller->MainGUI/Controller: remove the battle view

MainGUI/Controller->User: return to safari zone view