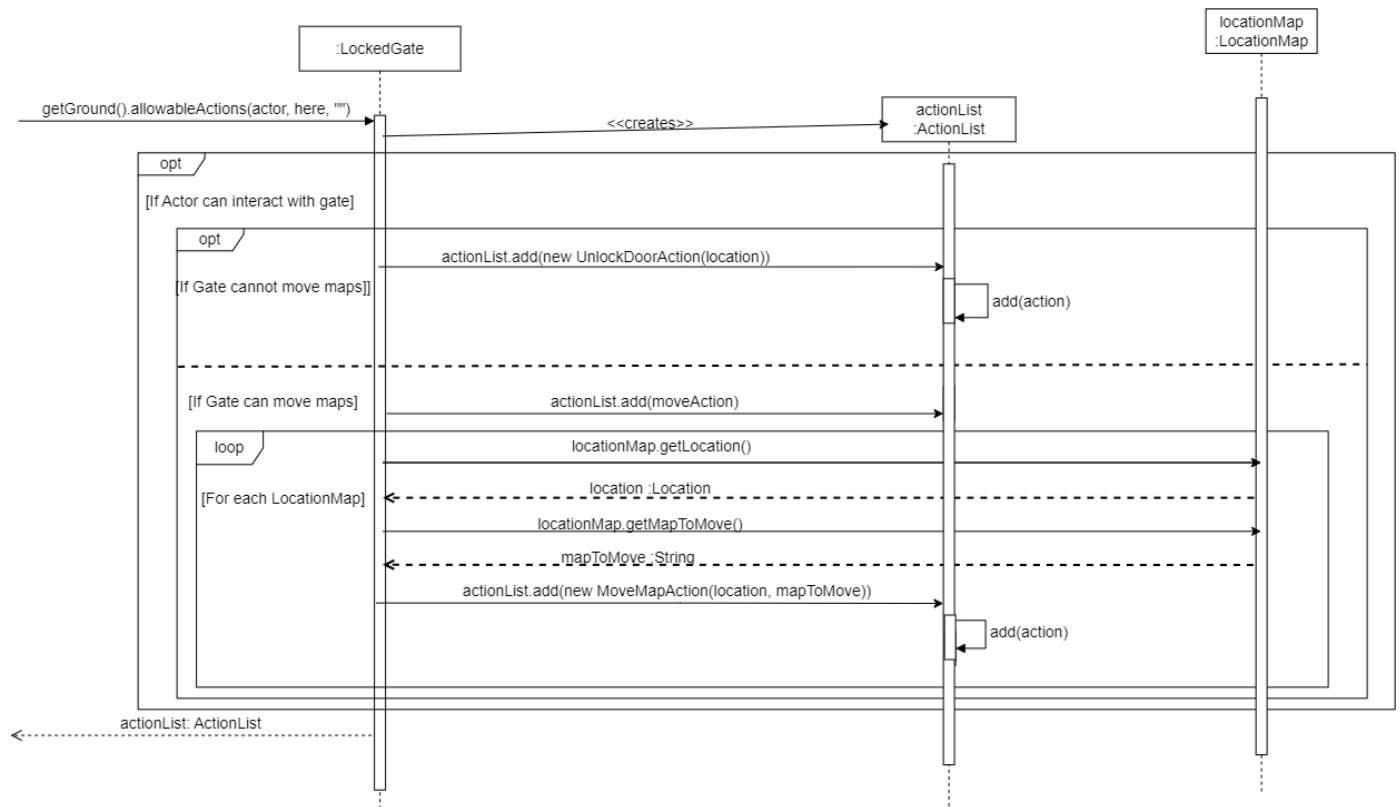


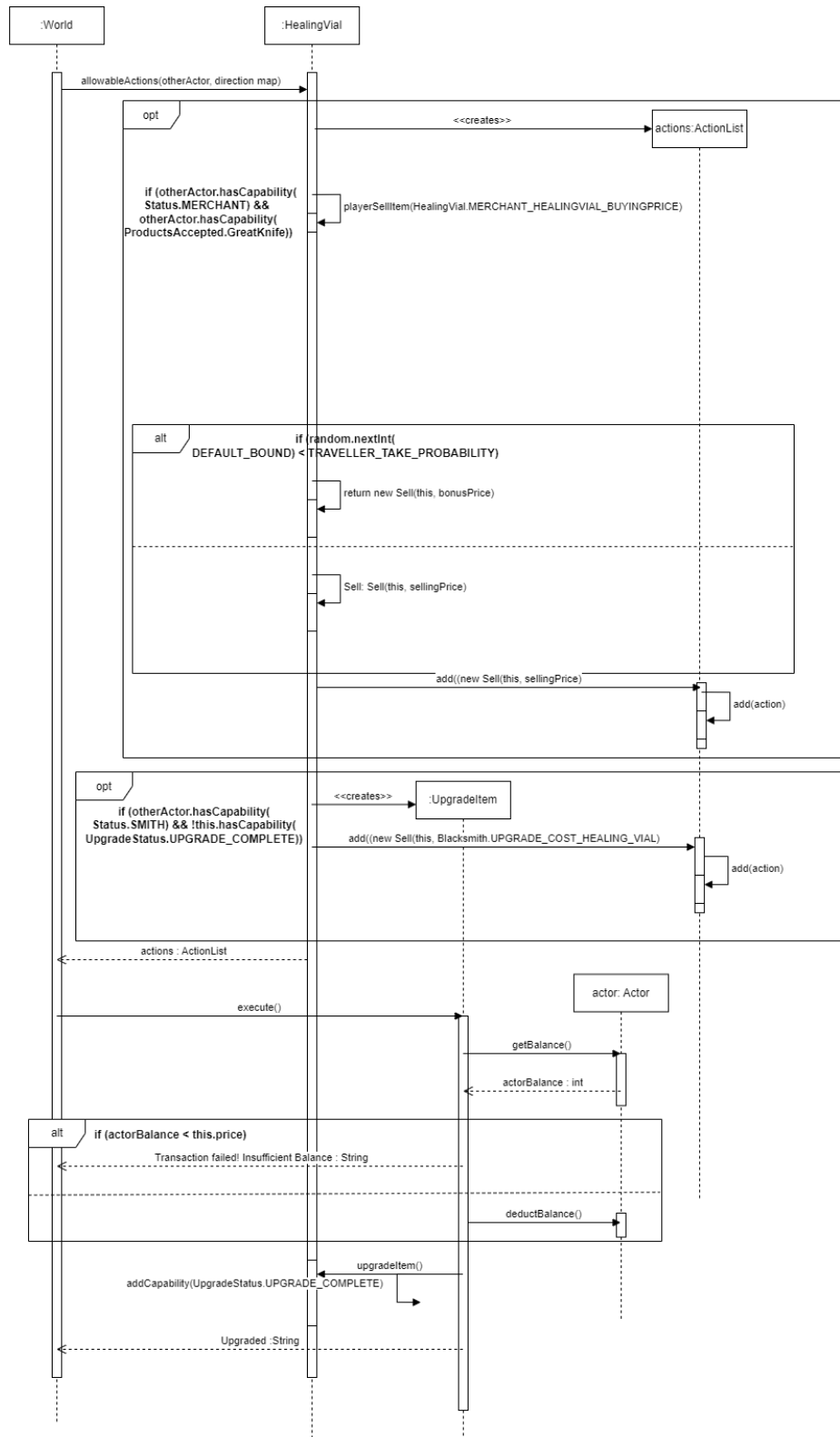
# Requirement 1 (Raynen)

Sequence diagram specific to representation of how LockedGate allows the movement to multiple Locations



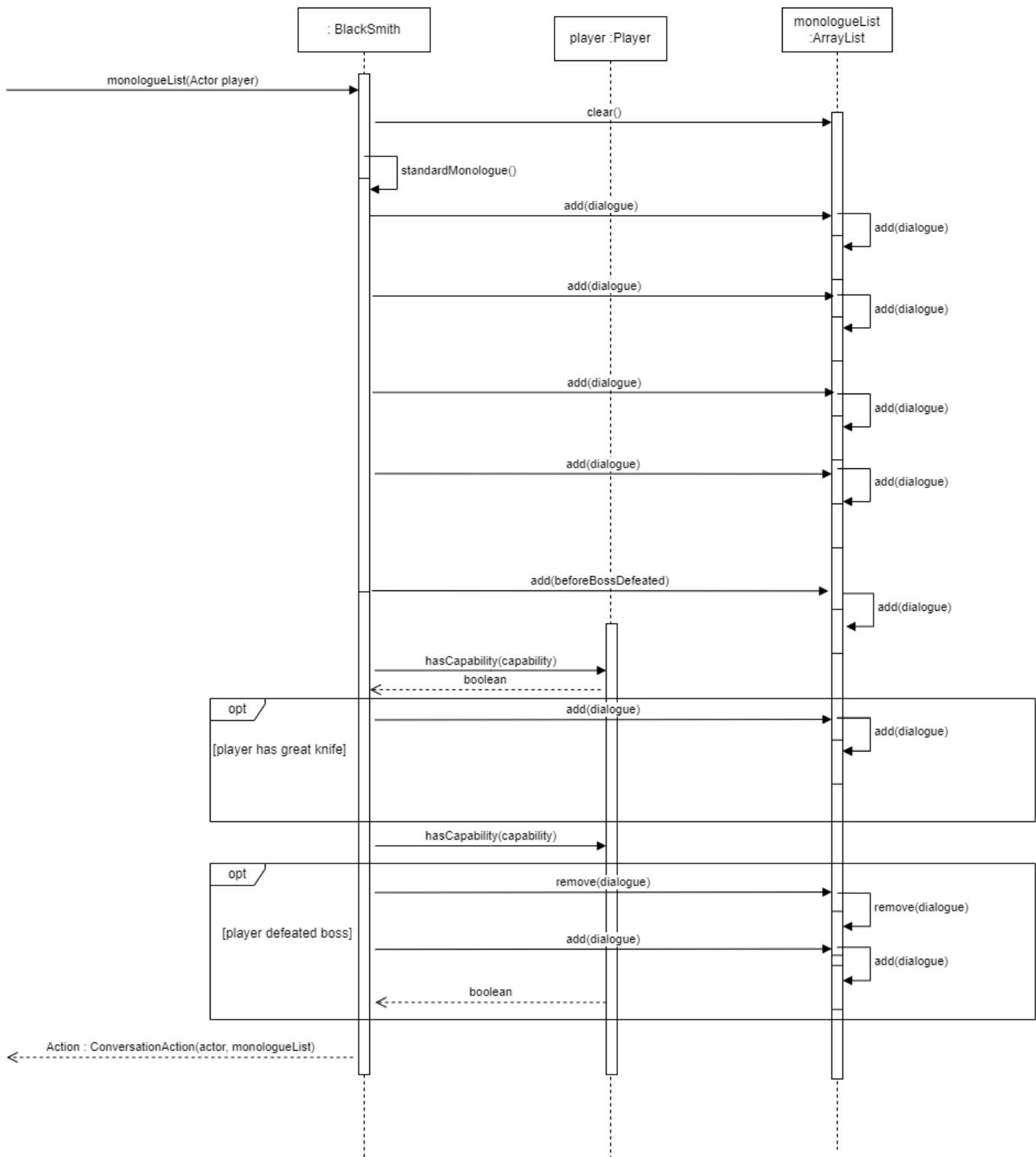
# Requirement 2 (Jun Hirano)

This sequence diagram is specific to the scenario when the player has HealingVial and choses the Upgrade action at the BlackSmith



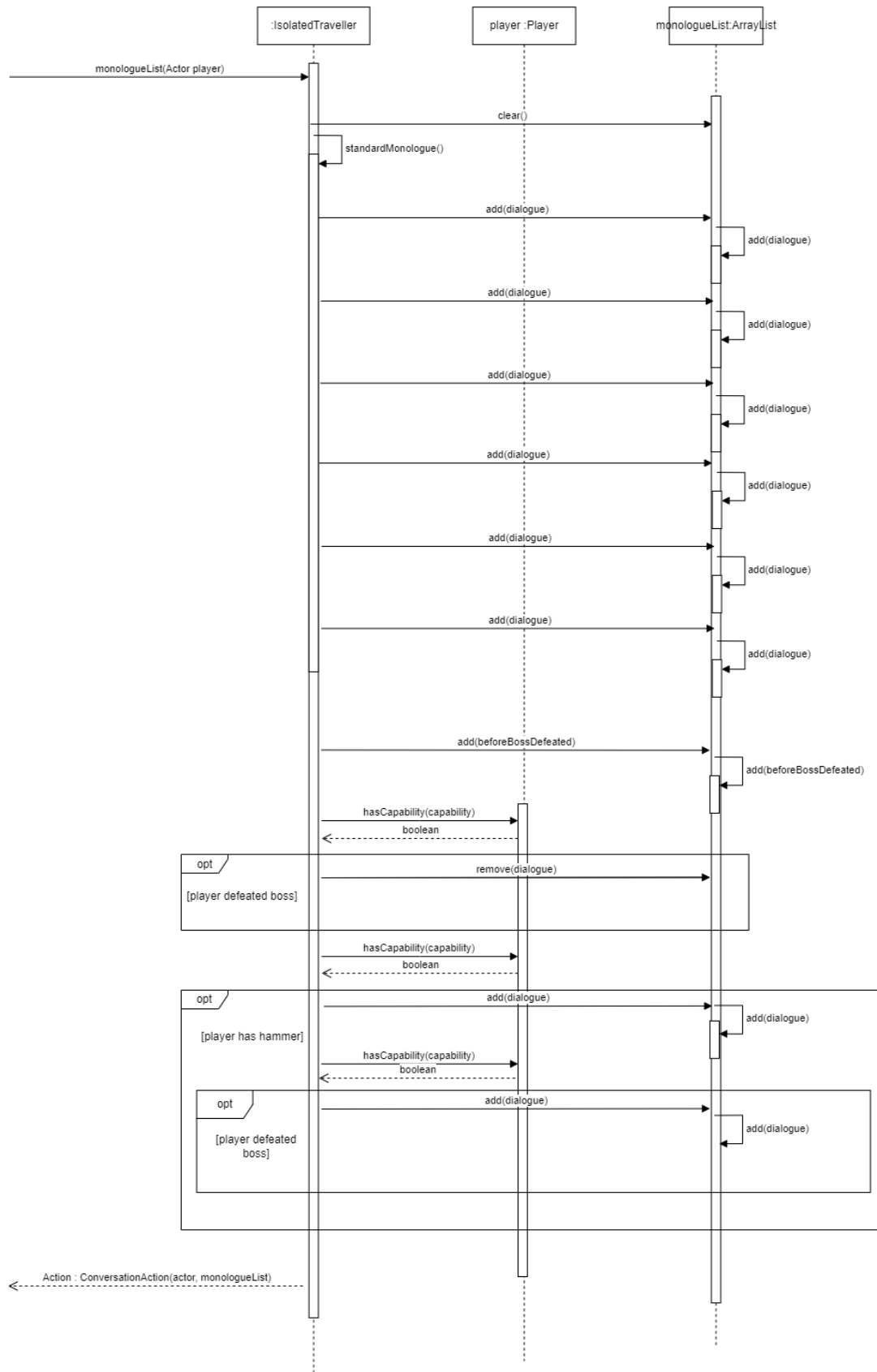
# Requirement 3 (Lee Ann)

This sequence diagram is specific to the scenario when the player is in the vicinity of the BlackSmith and the BlackSmith gets the list of possible Monologues to create a ConversationAction



# Requirement 4 (Lee Ann)

This sequence diagram is specific to the scenario when the player is in the vicinity of the IsolatedTraveller and the IsolatedTraveller gets the list of possible Monologues to create a ConversationAction



# Requirement 5 (Sarviin Hari)

This sequence diagram is specific to the scenario when the player becomes unconscious and request to reset the actor, ground and items in every map

