Exit :Actor Location :GameMap -From that location, get a list of exi Player choose to attack
AttacAction()
Execute() on/Atta

Learn about this template

Player KnockLimbOff UML Sequence

This blank UML template can help you:

- Access shapes to create UML activity, sequence, state machine, activities coase deagrams
 Oreschole the boundary, structure, and behavior of a system and its objects.
 Create a UML diagram starting from a blank carivas

Add content to customize this blank canvas to your use case.