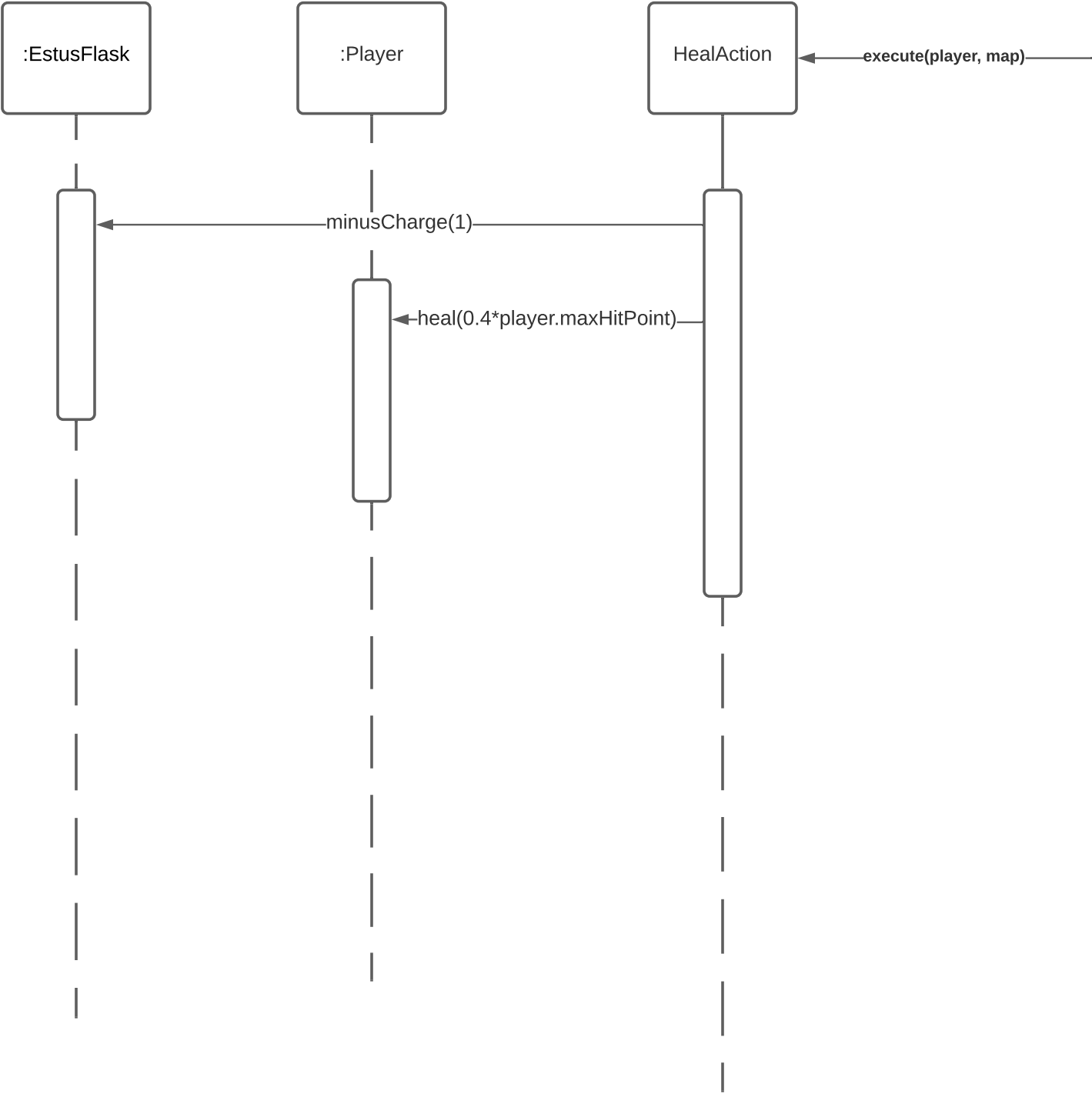
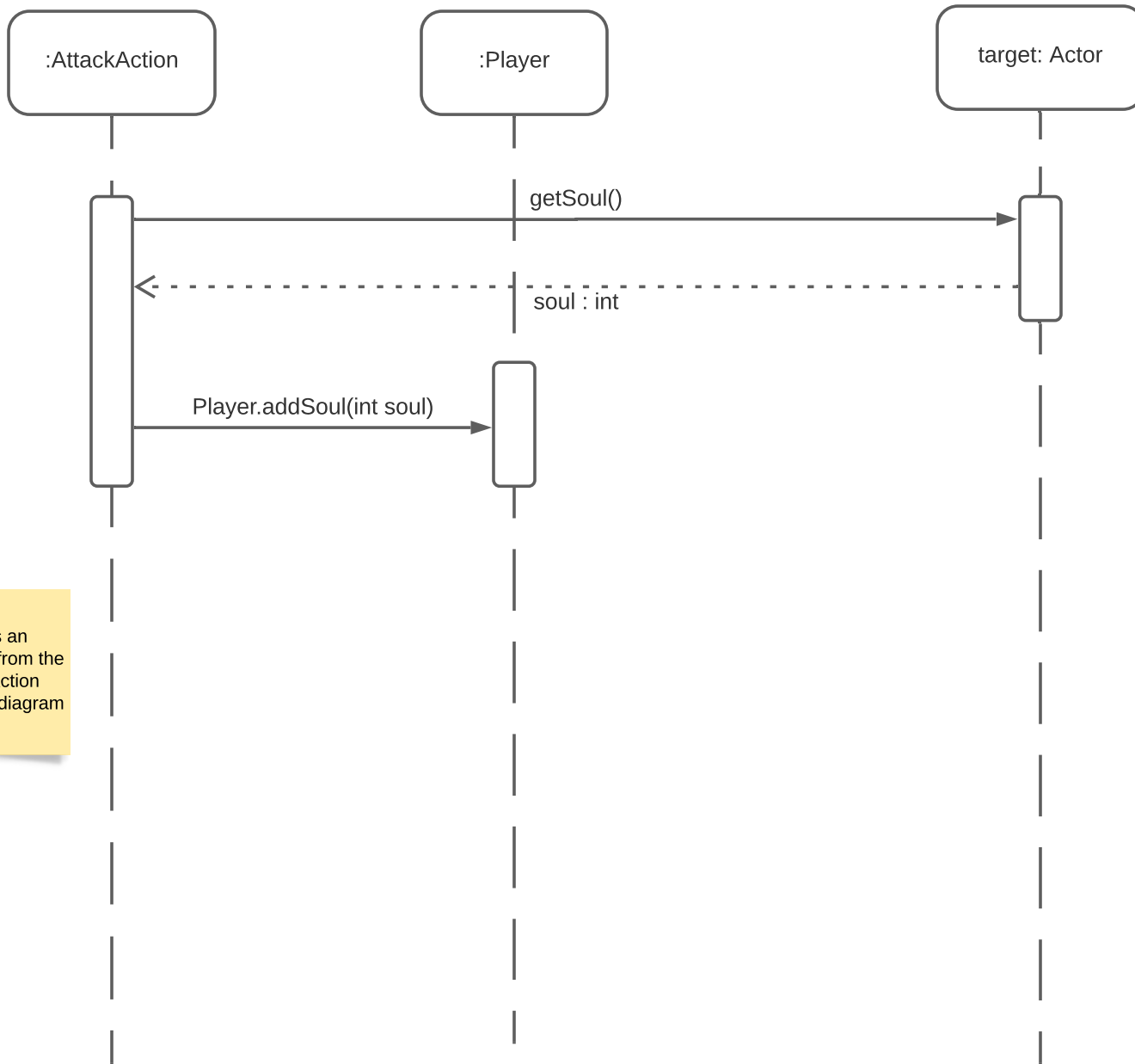


1) Player will call playTurn(), select the HealAction
2) World will process player's turn, execute the action
3) HealAction receive the command, will call heal() such that 40% of player's health is restored.
4) HealAction will call minusCharge(1) so that the charge of estus flask will minus 1





This is an extension from the AttackAction sequence diagram

