

## Milestone 2 Sequence Diagrams

### Group 6

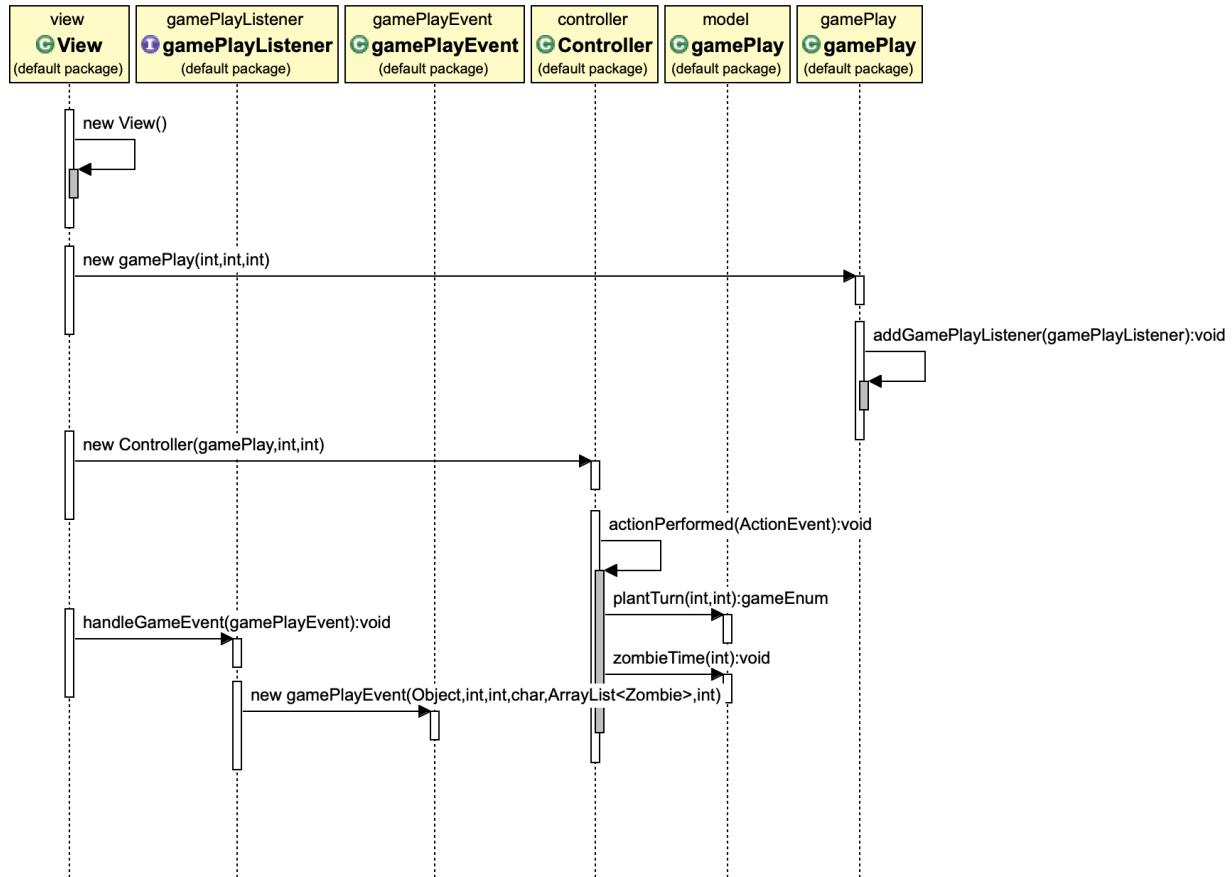
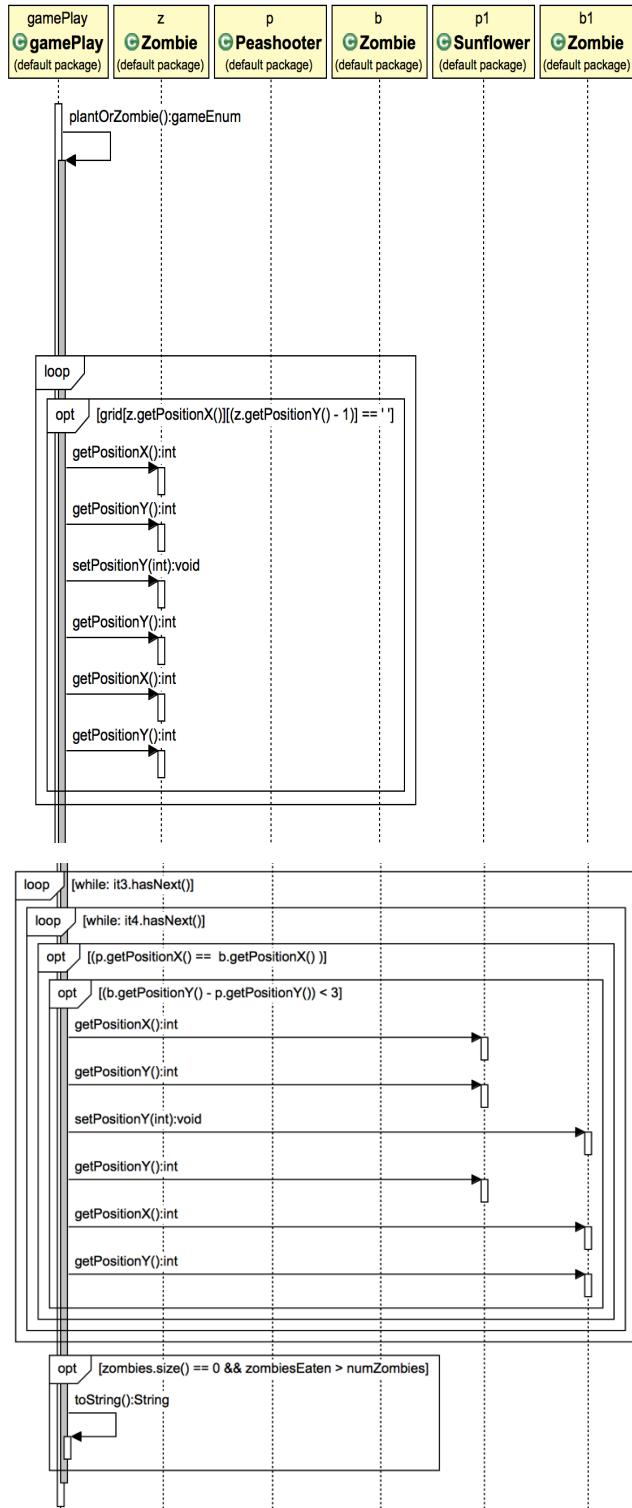


Diagram 1

This is start of when a user starts playing a game. A new view is created when the game is run, creating a new gameplay(model) as well as the controller that implements performing actions. Diagrams 2, 3 and 4 (below) show when *plantTurn*, *zombieTime* or *plantOrZombie* are run and the corresponding edge cases. The MVC interacts with the Event Model .

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*Diagram 2*  
*plantOrZombie* method and each edge case.

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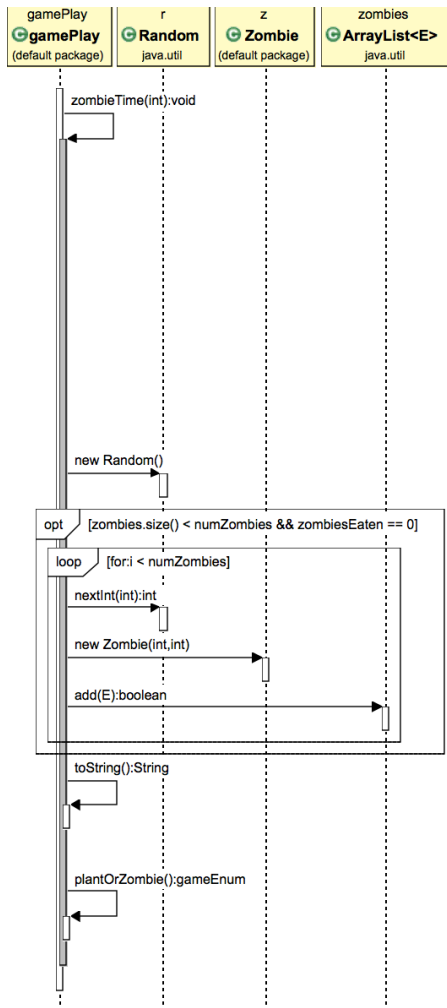


Diagram 3

`zombieTime` method and each edge case. This method also calls the `plantOrZombie` method

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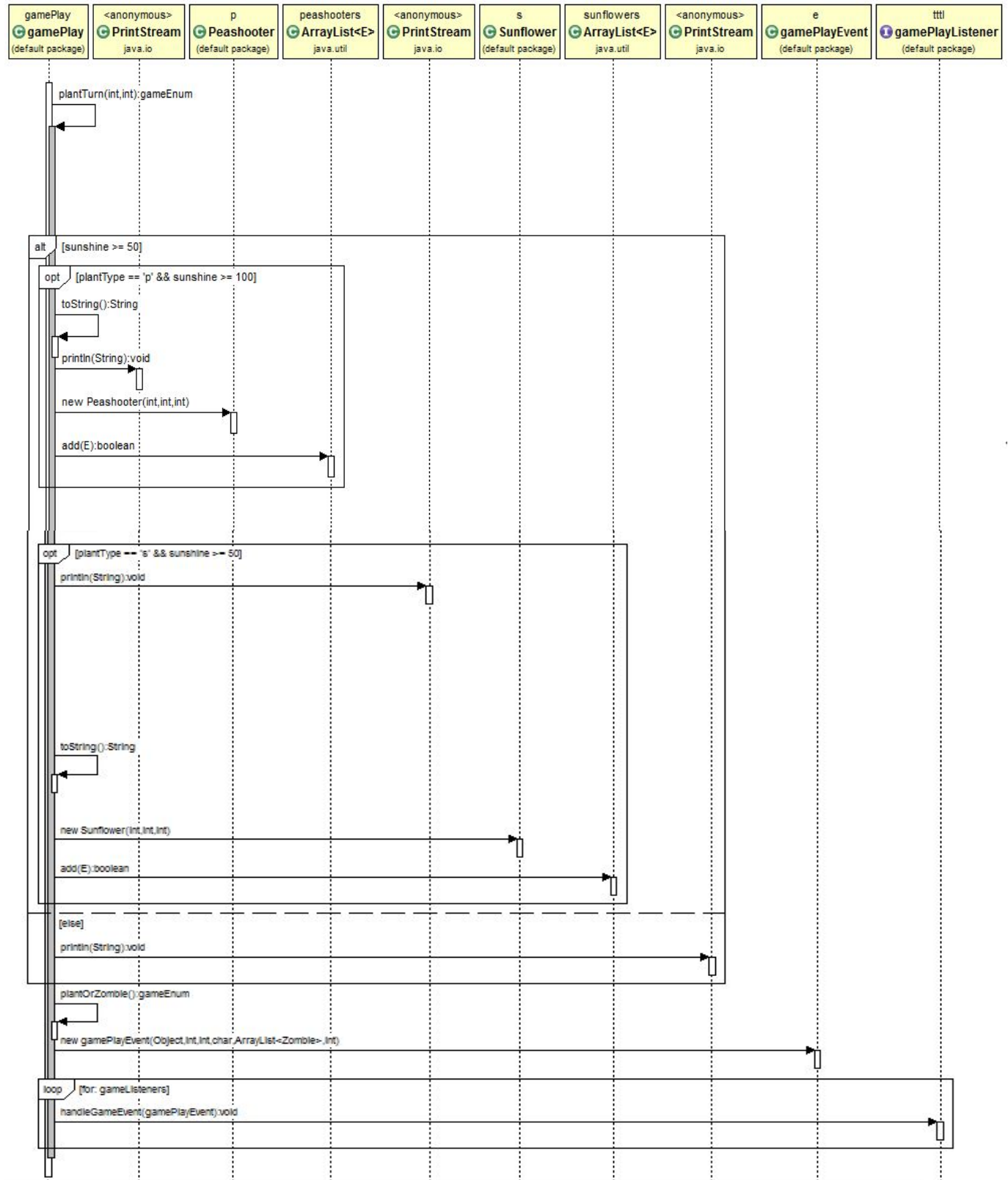


Diagram 4

*plantTurn* method determines whether the plant/zombie has won or if the game is in progress.