

Milestone 3 Sequence Diagrams

Group 6

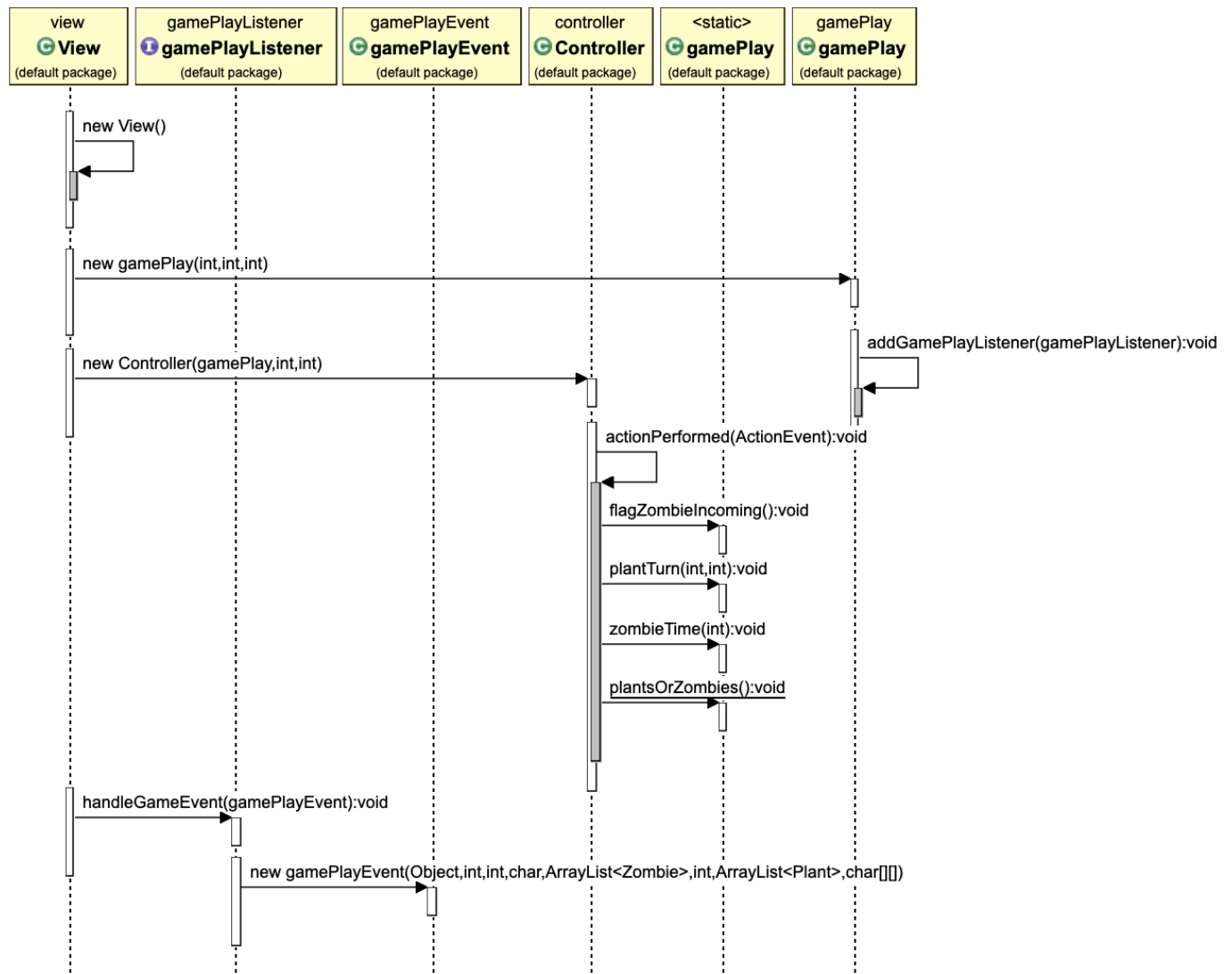


Diagram 1

This is the start of when a user begins to play the game. A new view is created, creating a new *gamePlay* (model) and controller which implements *actionListener*. The diagrams (2, 3, 4 & 5) below respective show the sequence of events carried out when each methods *plantsOrZombies*, *flagZombieIncoming*, *zombieTime* and *plantTurn* are called.

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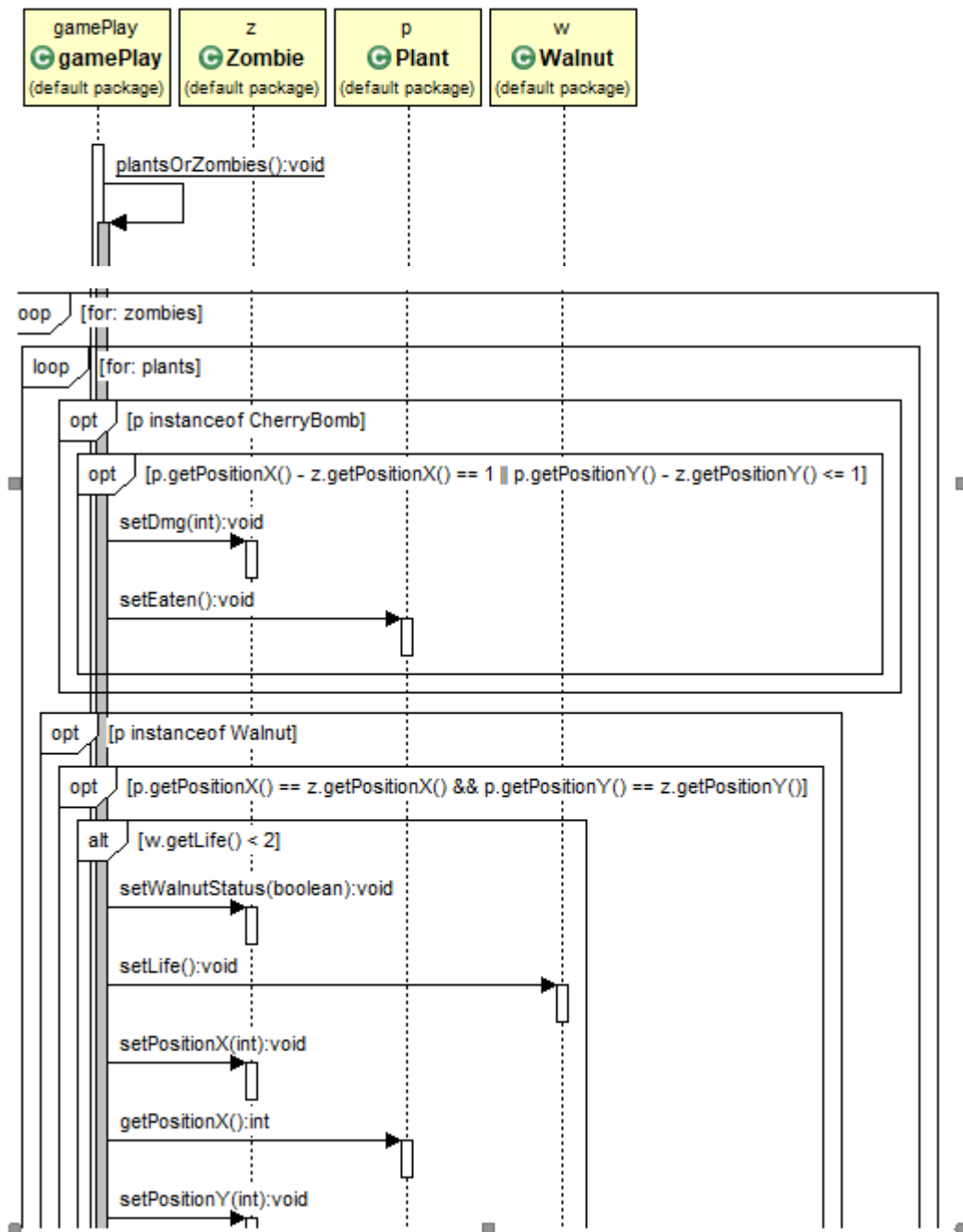


Diagram 2 (part 1)

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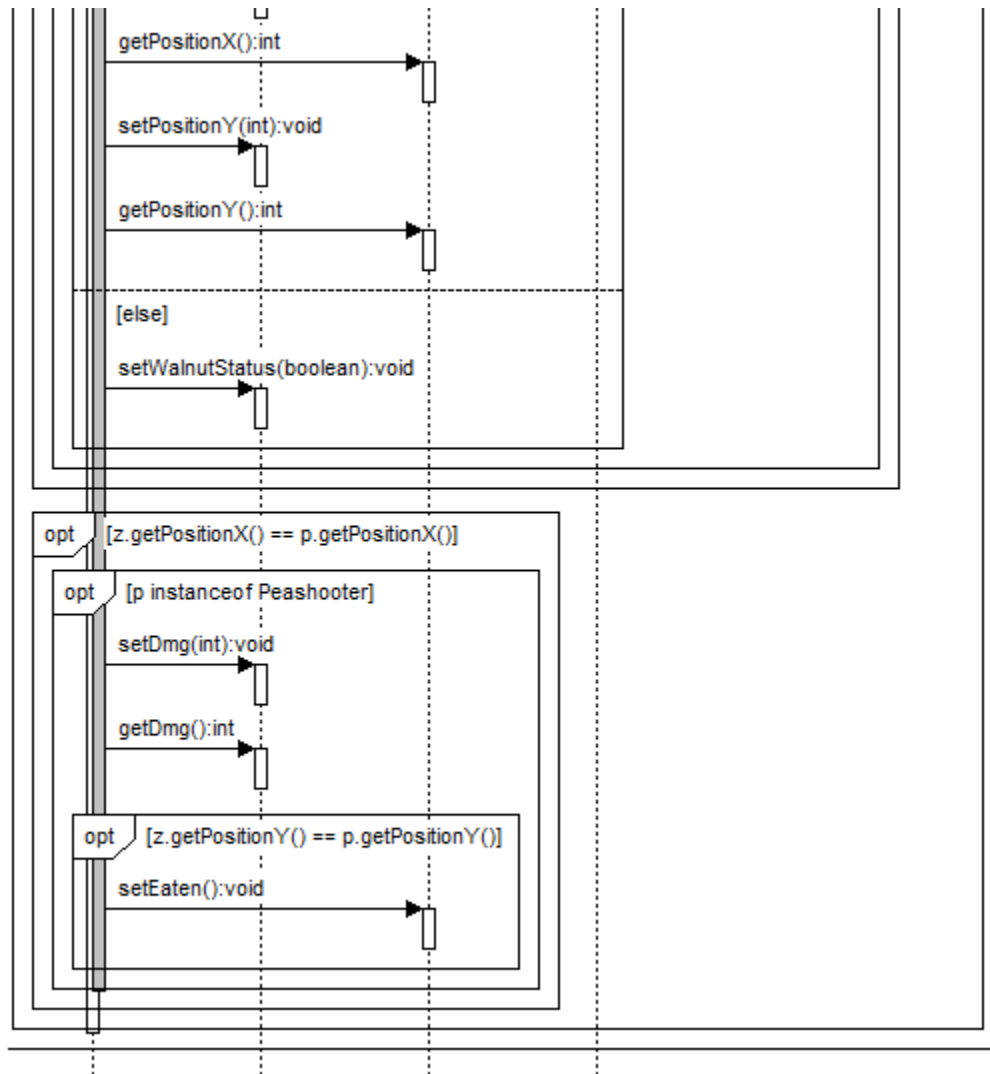


Diagram 2 (part 2)

This sequence diagram shows when *plantsOrZombies* method is called with the condition for each edge case.

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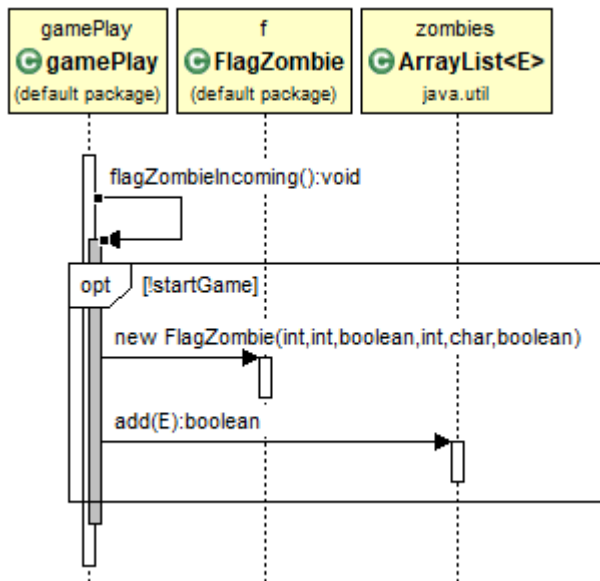


Diagram 3

This sequence diagram shows when *flagZombieIncoming* method is called.

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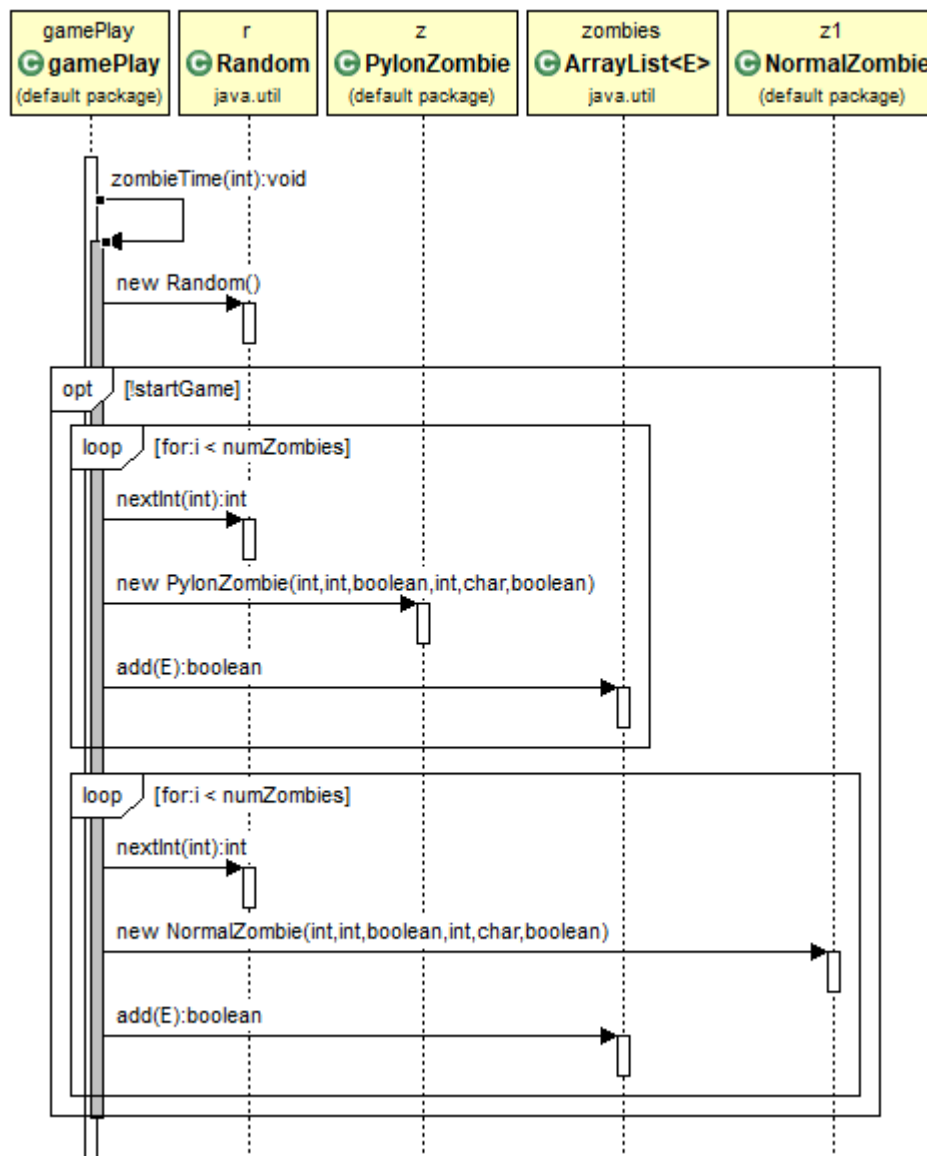


Diagram 4

This sequence diagram shows when `zombieTime` method is called with the conditions for each edge case.

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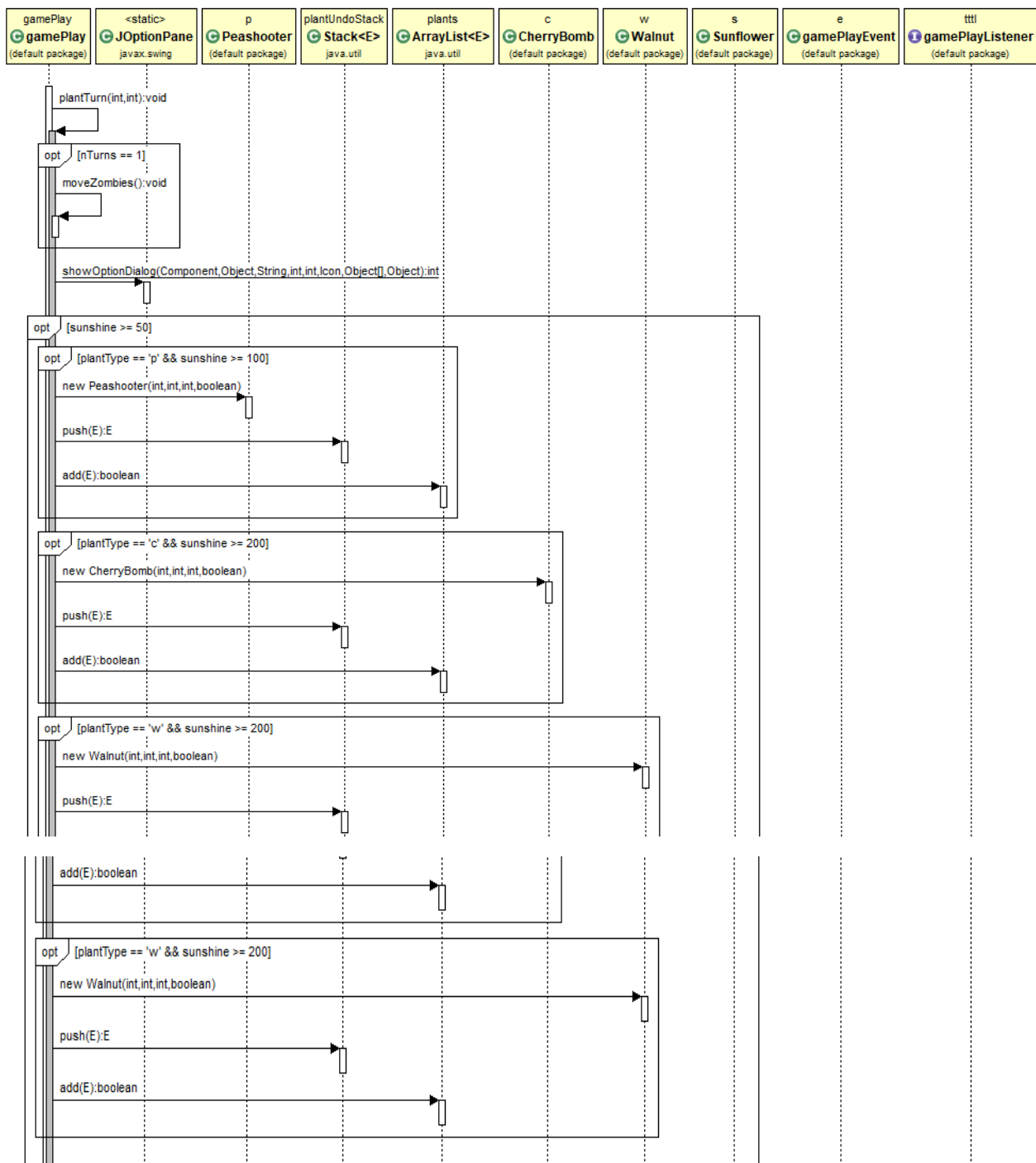


Diagram 5 (part 1)

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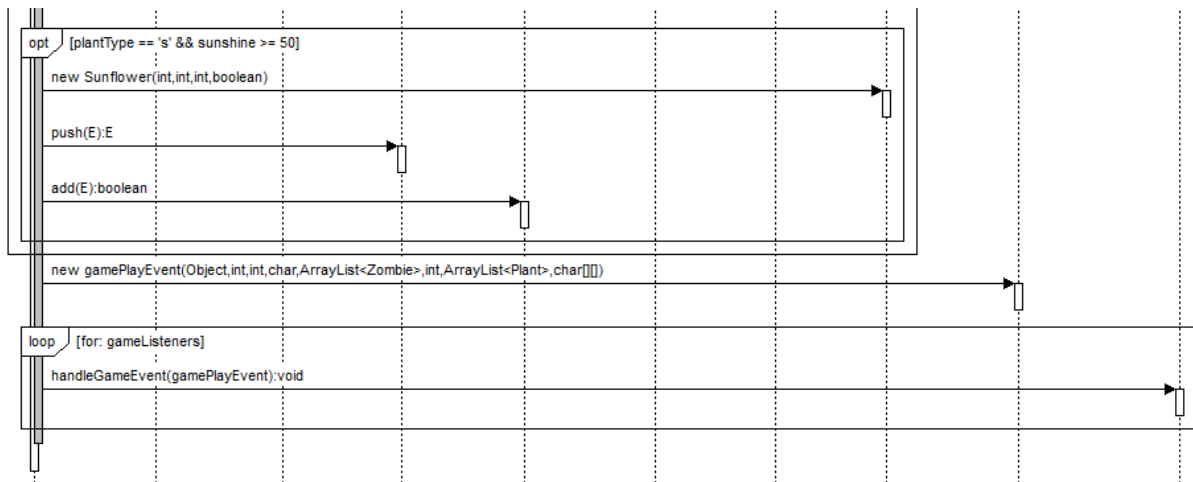


Diagram 5 (part 2)

This sequence diagram shows when *plantTurn* method is called with the conditions for each edge case.