Scenario:
When Player choose to fire the shotgun

sd FireShotgun

:FireRangedWeaponAction

execute(actor:Actor, map:GameMap)

rangedWeapon:Item

exit:Exit

:Location

map:GameMap

actor:Actor

hasCapability(ItemCapability.LOADED_WITH_SHOTGUN_AMMO:ItemCapability)

opt [rangedWeapon.hasCapability(ItemCapability.LOADED_WITH_SHOTGUN_AMMO]

true

loop [for each exit]

getExits()

locationOf(actor:Actor)

location of actor

exit

«creates»

:FireShotgunAction

removeItemFromInventory(ammo:Item)

ammo item is removed from inventory

execute(actor:Actor,map:GameMap)

description on execution on FireShotgunAction

description on execution on FireRangedWeaponAction