sd FireSniperRifleAction 2

: FireSniperRifleAction
actor : Actor
target : Actor
actions : Actions
menu : Menu

execute()

«create»

alt

[!actor.hasCapability(AimCapability.CONCENTRATION)]

hasCapability(AimCapability.CONCENTRATION)

no

add(new AimAction(target)

add(new ShootAction(target,damage, ammo)

else

alt

[target.hasCapability(AimCapability.ROUND1]

hasCapability(AimCapability.ROUND1)

yes

add(new AimAction(target)

add(new ShootAction(target,damage, ammo)

[target.hasCapability(AimCapability.ROUND2]

hasCapability(AimCapability.ROUND2)

yes

add(new ShootAction(target,damage, ammo)

else

add(new AimAction(target)

add(new ShootAction(target,damage, ammo)

opt

showMenu()

[menu.ShowMenu() != null]
not null

menuAction : Action

«create»

execute()

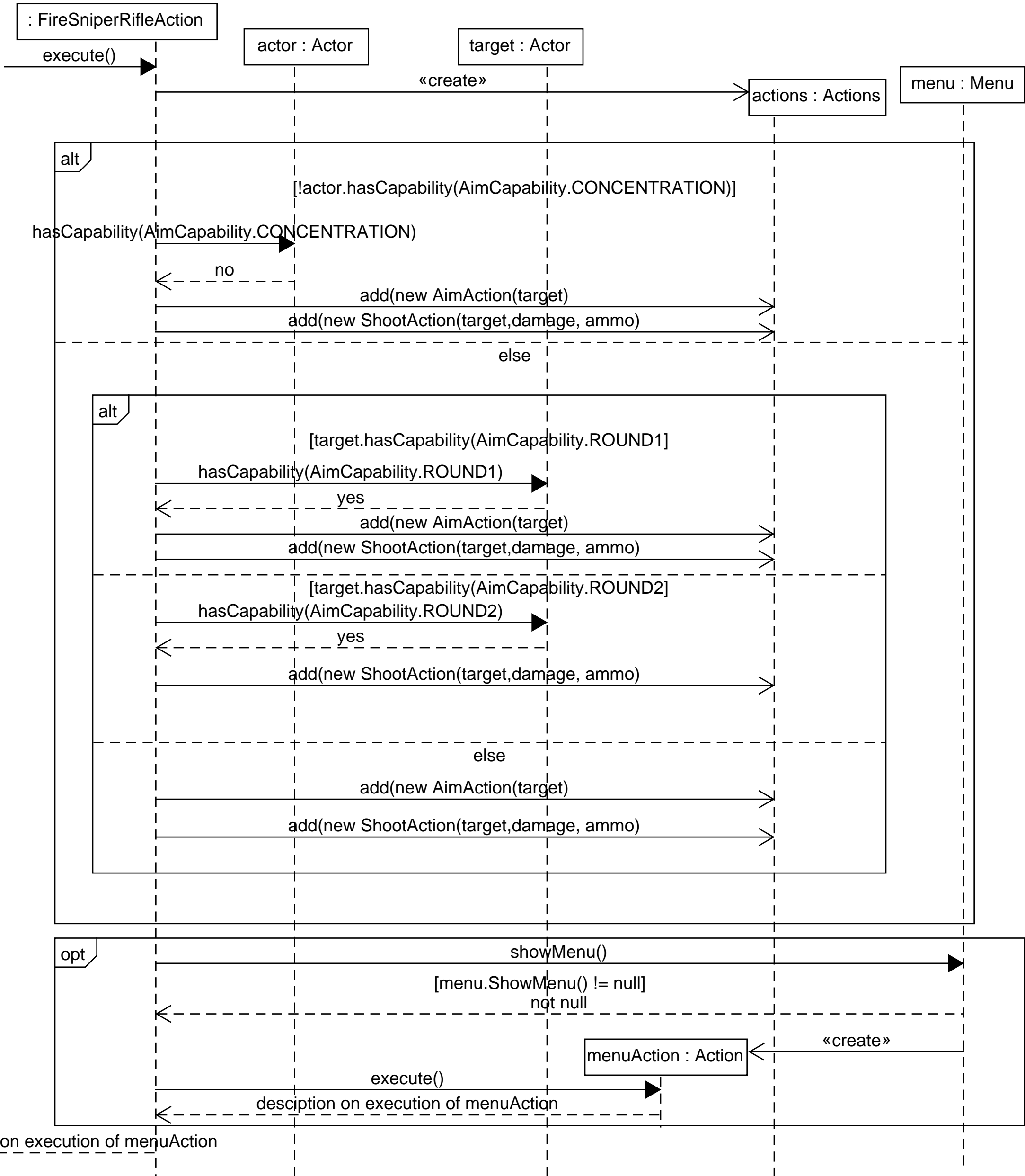desciption on execution of menuAction

desciption on execution of menuAction

Scenario:
When player fires
sniper rifle, player can
choose to aim or shoot