Sending Friend Requests

User 1

User 2

sendFriendRequest()

If false

If true

addFriend()

Breeding

User

User’s Friend

User’s Monster

User’s Friend’s Monster

sendBreedRequest()

If false

If true

selectMonster()

breed()

addToFarm()

Buying Monsters

User

User’s Friend

User’s Friend’s Farm

sendBuyRequest()

If false

If true

Select monster

addToFarm()

Fighting

User 1

User 2’s Monster

User 2

User 1’s Monster

sendFightRequest()

If false

If true

selectMonster()

selectMonster()

Monster == isAlive()

loop

fight()

fight()