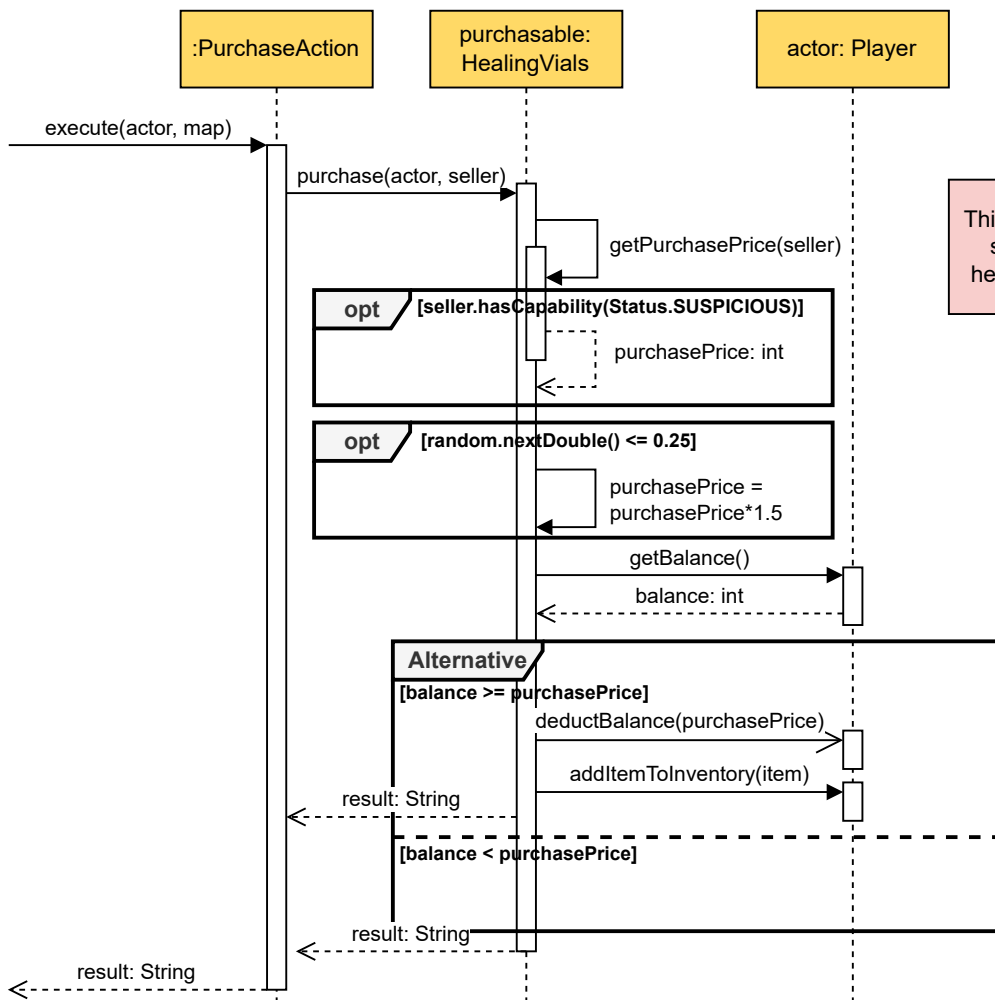
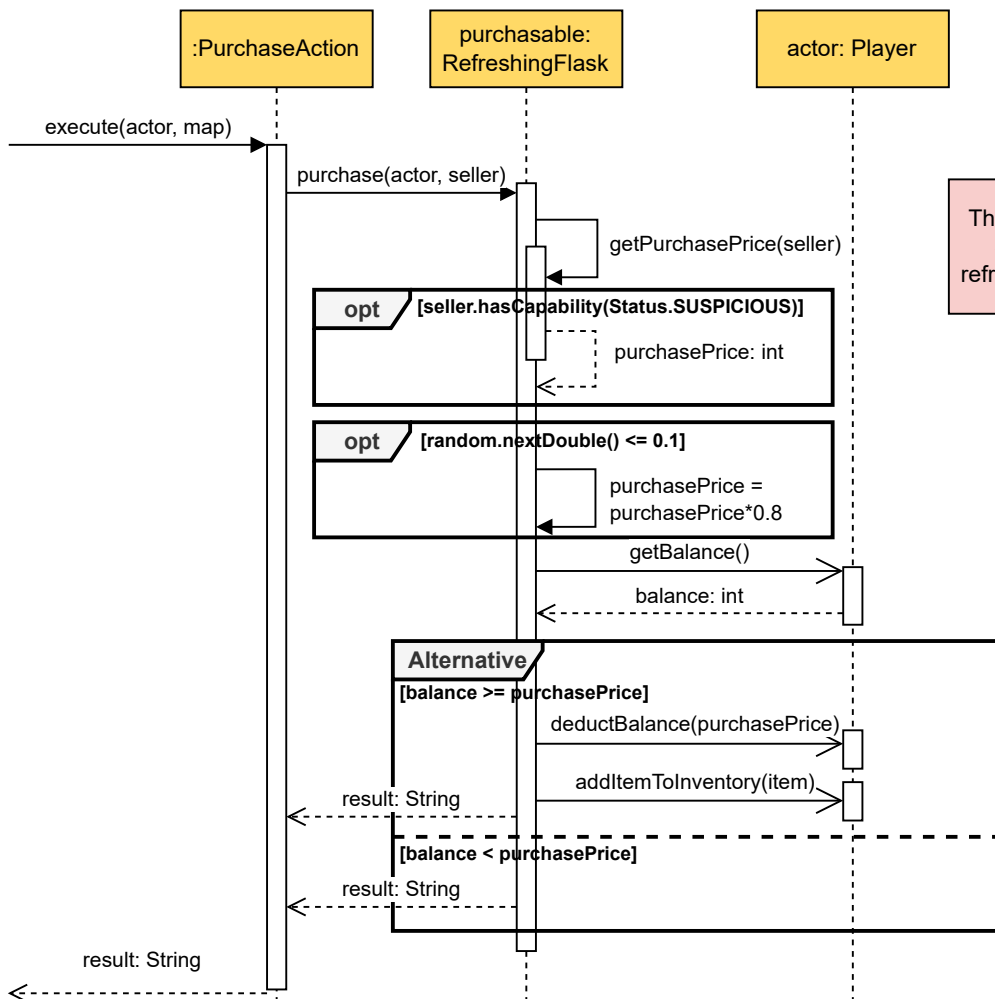


deductBalance(purchasePrice)



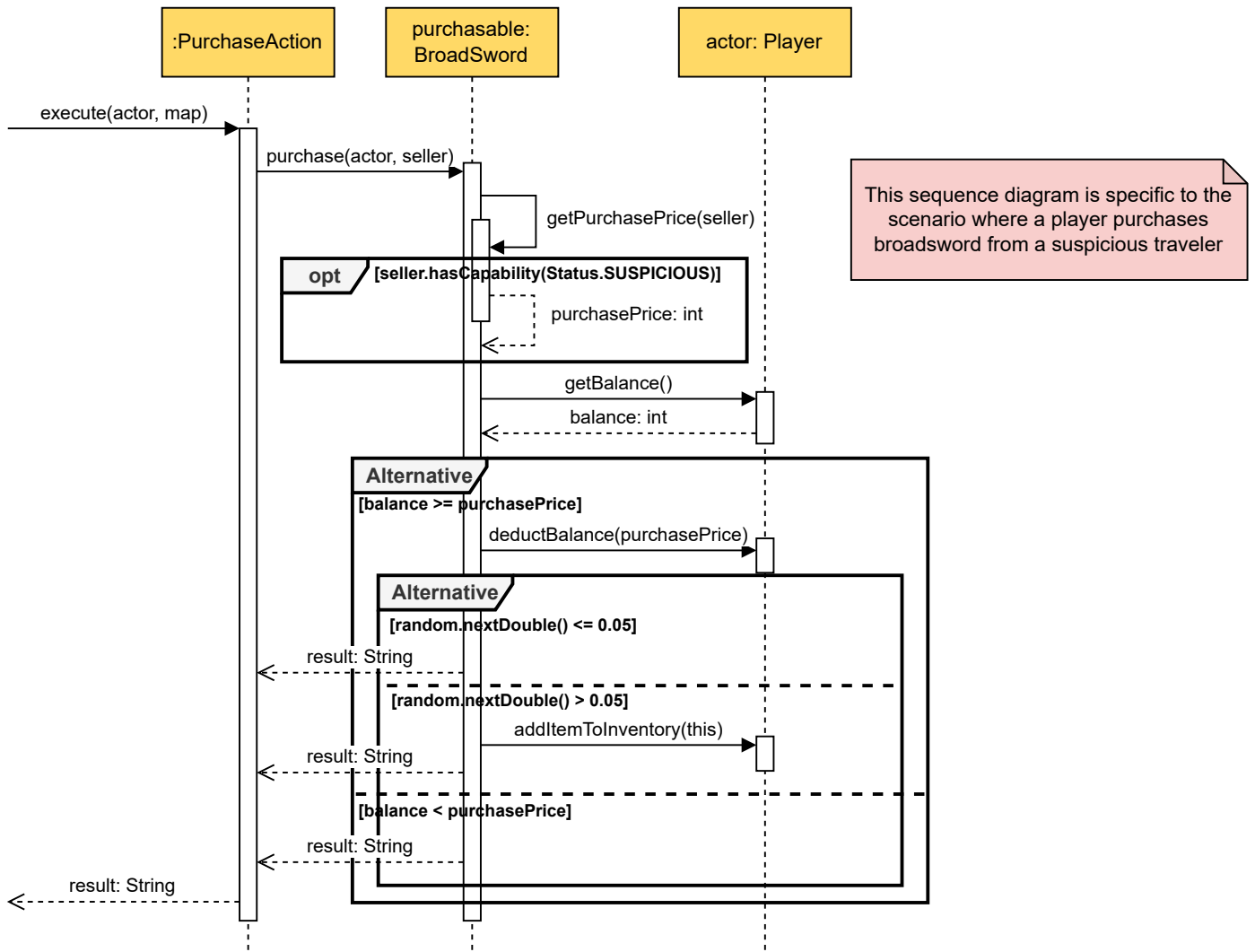
This sequence diagram is specific to the scenario where a player purchases healing vials from a suspicious traveler

Scenario 2

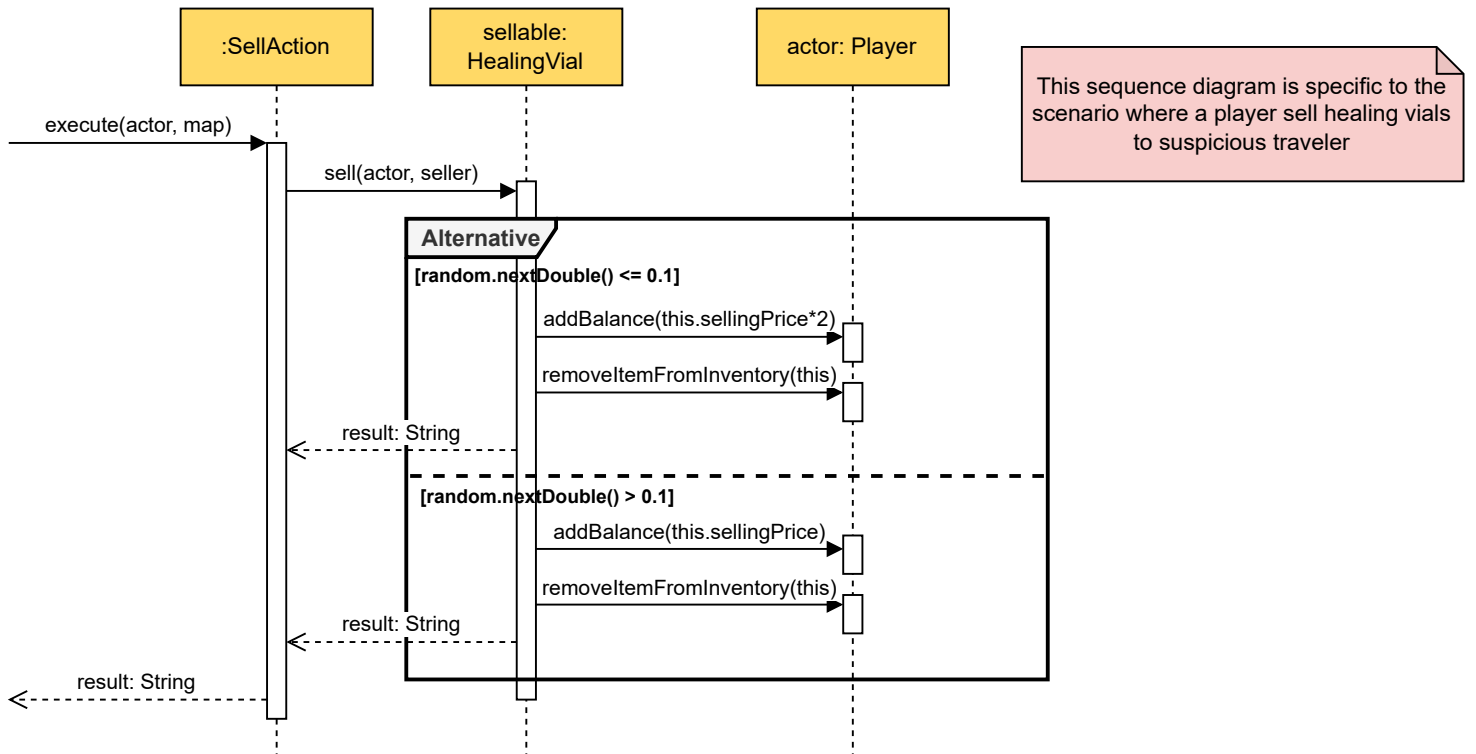


This sequence diagram is specific to the scenario where a player purchases refreshing flask from a suspicious traveler

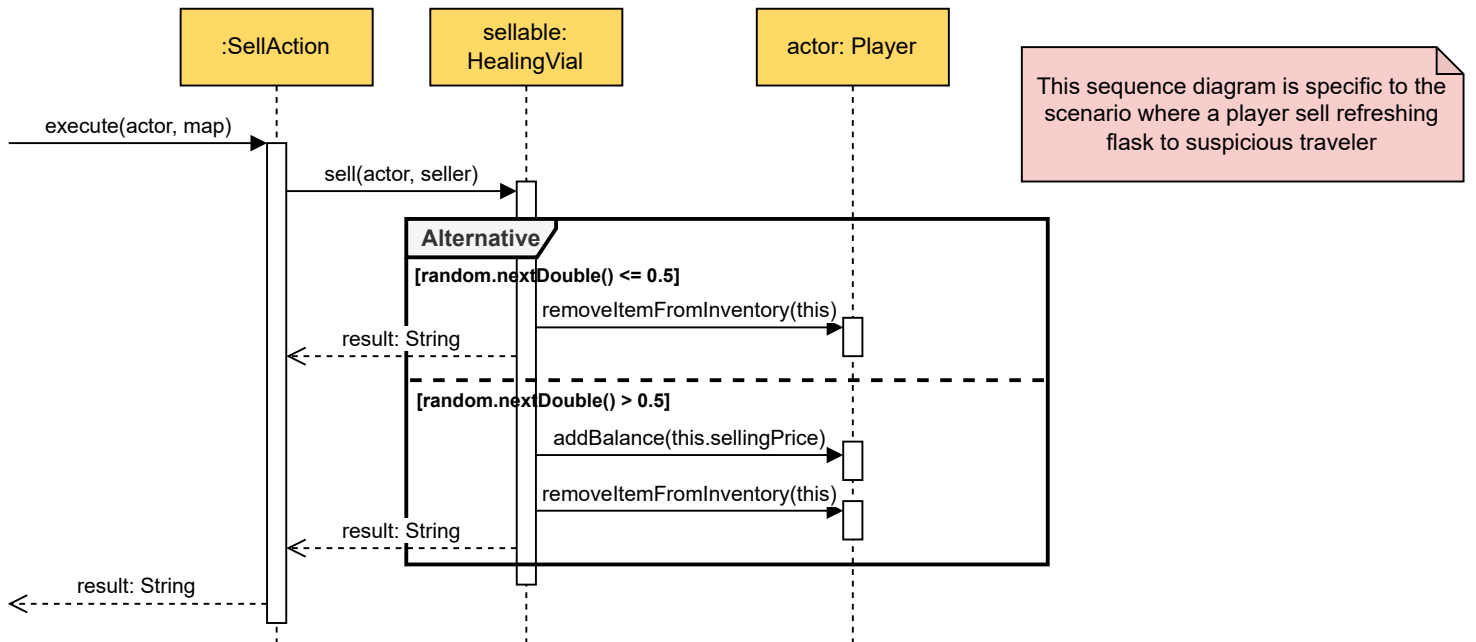
Scenario 3



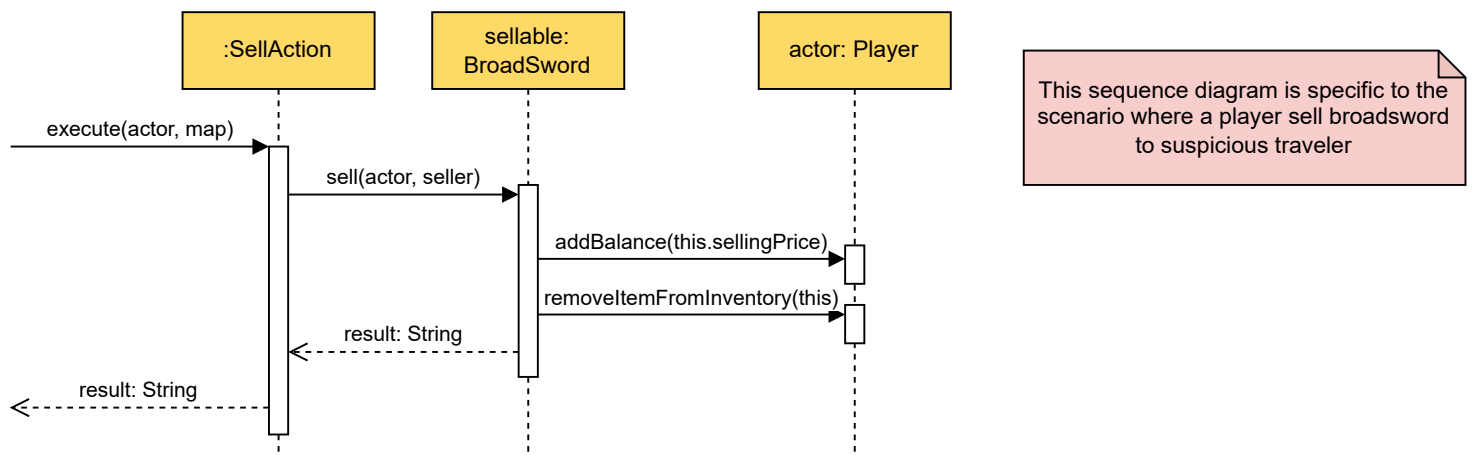
Scenario 4



Scenario 5



Scenario 6



Scenario 7

