Design Sequence Diagram of the Walking Approach for PacActorAuto in the Extension

:BasicCompositeWalkingStrategy — :WalkingStrategy

walk(pacActorAuto)

loop [for each walking strategy]

walk(pacActorAuto) → **ref** **Find Direction**

decidedDirection

break [decidedDirection != null]

decidedDirection

sd Find Direction

:WalkingStrategy — :PathFindingFacade

walk(pacActorAuto)

pacActorAuto :PacActorAuto

game = getGame()

pacLocation = getLocation()

game :Game

backgroundHandler = getBackgroundHandler()

model = getModel()

pacLocation :Location

target = getTarget(pacLocation, game, backgroundHandler)

Alt [target == null]

null

[else]

nextLocation = findPath(pacLocation, target)

decidedDirection = getDirectionTo(nextLocation)

decidedDirection