

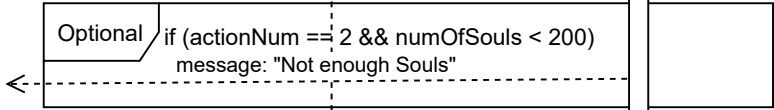
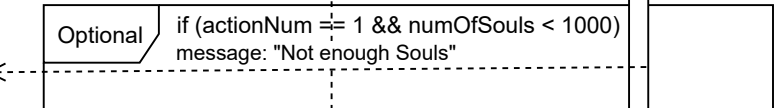
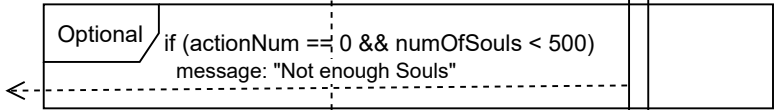
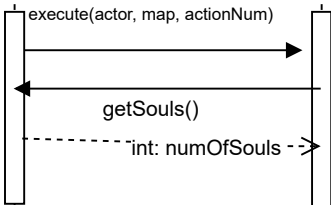
Player: Actor

VendorAction: Action

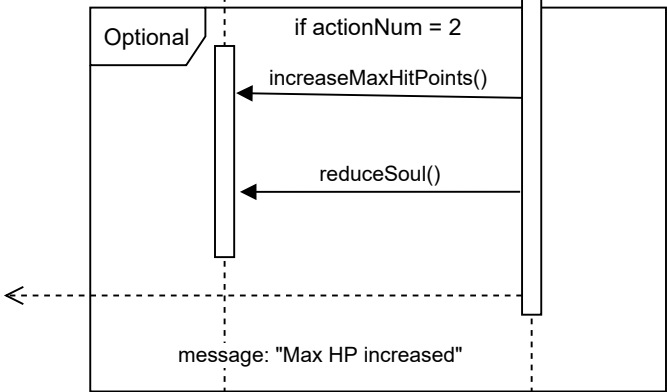
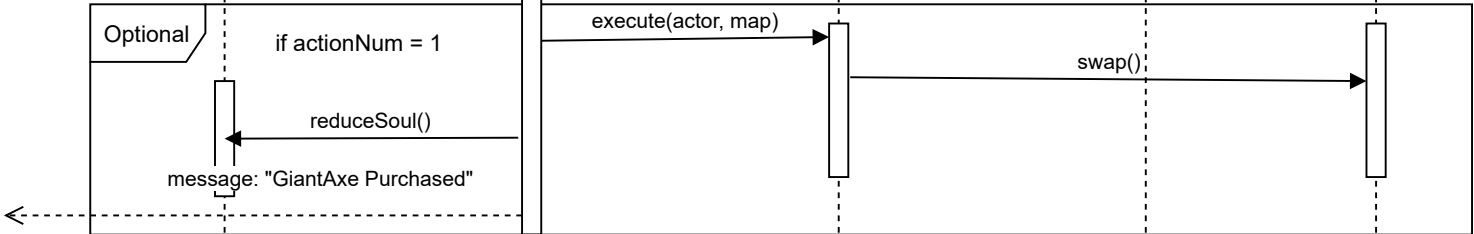
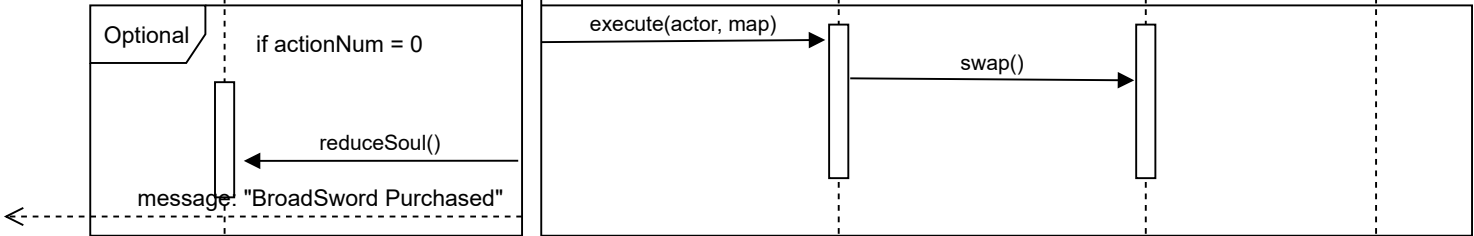
SwapItemAction: Action

BroadSword: WeaponItem

GiantAxe: WeaponItem



I could have implemented this state diagram using Alt, but this also works as well.



message: "BroadSword Purchased"