|  | :BuyAction | actor:Actor                         |                                 | item:PortableItem | Item c | n casted to<br>chasable |
|--|------------|-------------------------------------|---------------------------------|-------------------|--------|-------------------------|
| 1.: execute(actor:Actor;map:GameMap):String                                    | <b>-</b>   |                                     |                                 |                   |        |                         |
| Opt  [actor instace of Player && actor.getEco() >= (PortableItem)item.getCost( |            | addItemToInventory((Item)item):void | 1.2: getCost():int              |                   |        |                         |
|  | <-·        | 1.4: addEco(-cost:int):void         | 1.3: returns cost as an integer |                   |        |                         |
| <  |            |                                     |                                 |                   |        |                         |
| <  |            |                                     |                                 |                   |        |                         |