Method execute() in TeleportAction class

UML sequence diagram that shows the scenario of the process of actor teleporting in the current map

:TeleportAction

map:GameMap

execute(actor, map)

getXRange().max()

boundaryX

getYRange().max()

boundaryY

randomCoorX

randomCoorY

Alternative

[isAnActorAt(map.at(randomCoorX, randomCoorY)) == True]

"Teleportation fail, destination contains living entity Please try again."

moveActor(actor, at(r.nextInt(boundaryX), r.nextInt(boundaryY))

actor " teleported to " map.locationOf(actor) " in current map"