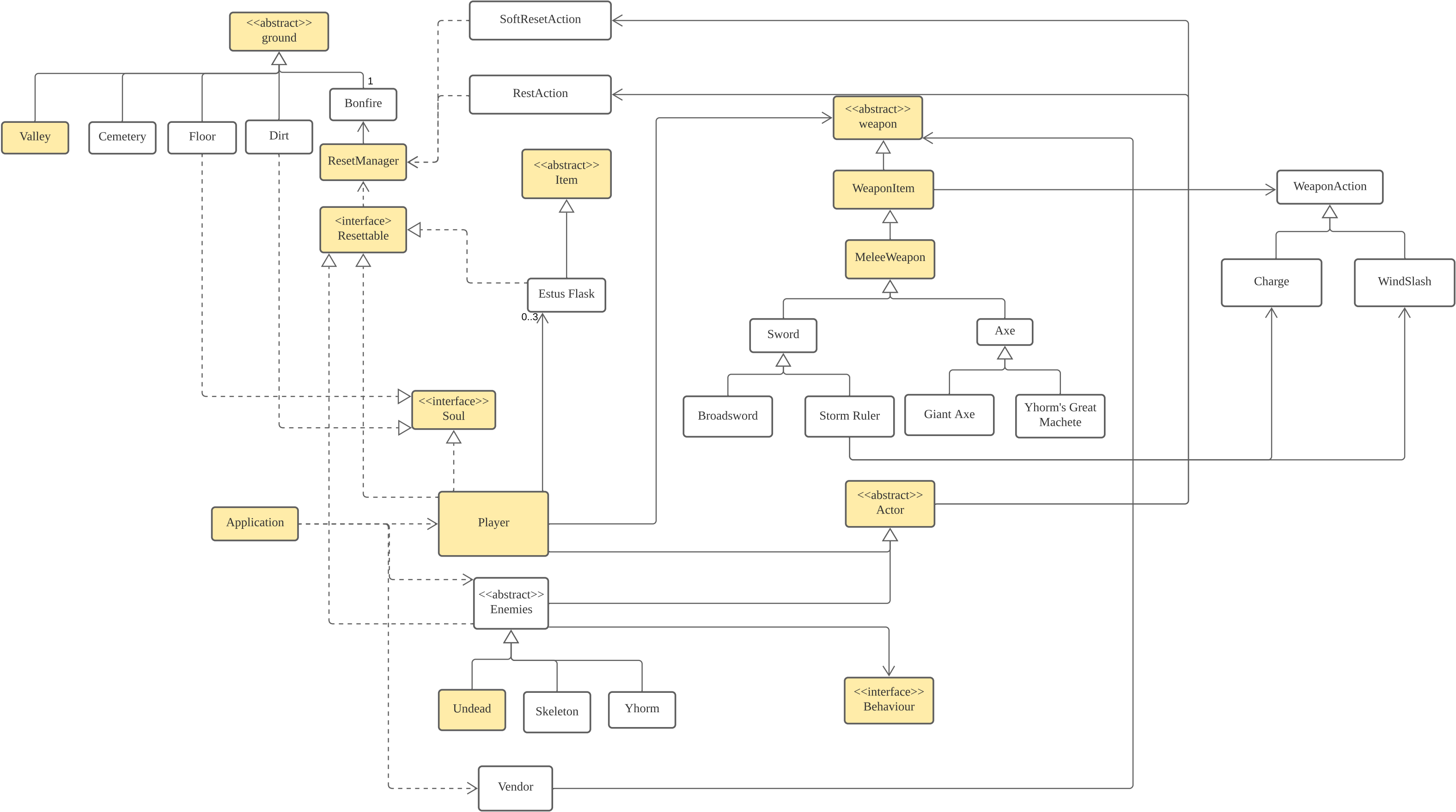
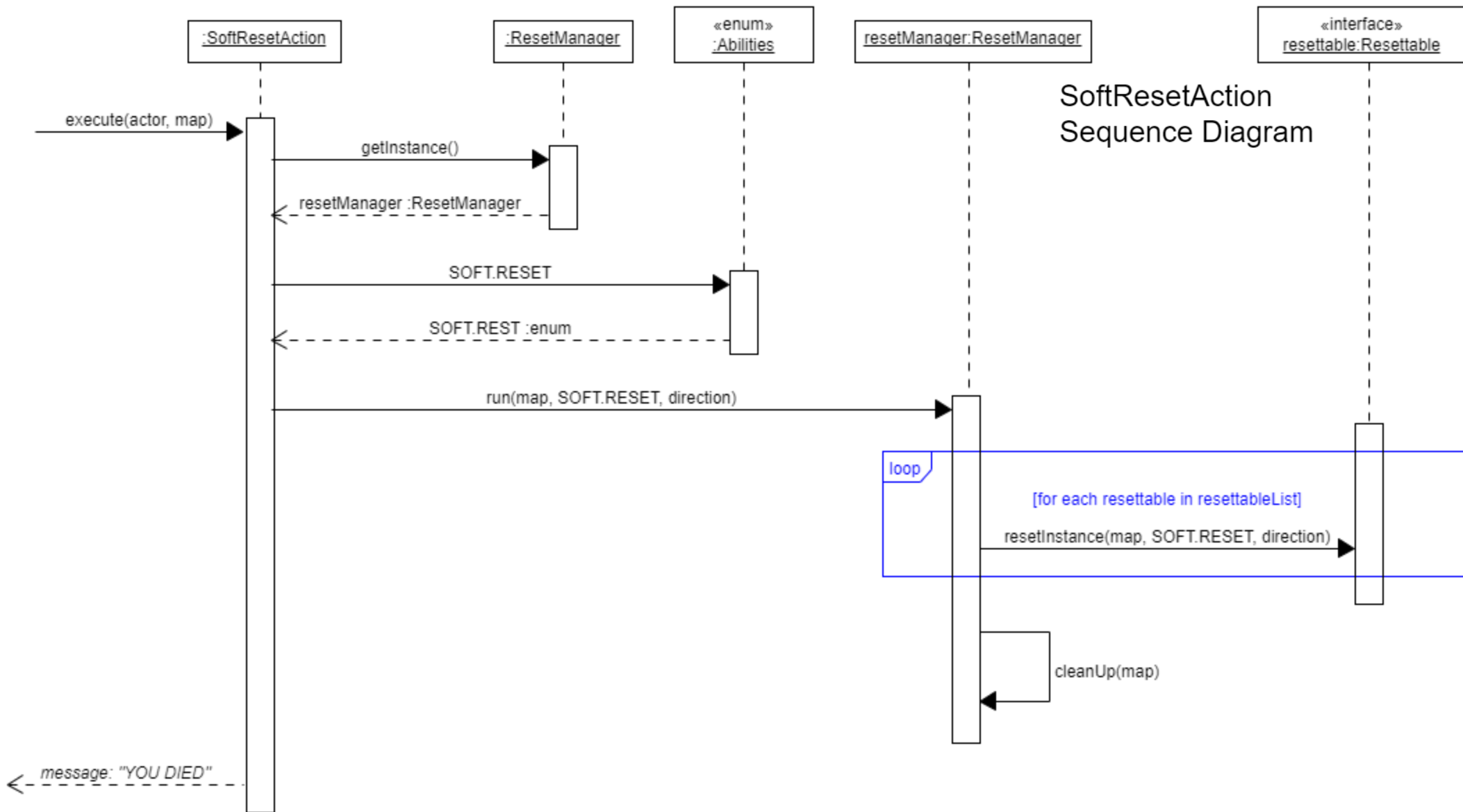


Class Diagram

Yellow = Existing Classes  
White = New Classes





:StormRuler

:Charge

:WindSlash

Alternative

loop

if number of  
charge<3:

execute(actor,map)

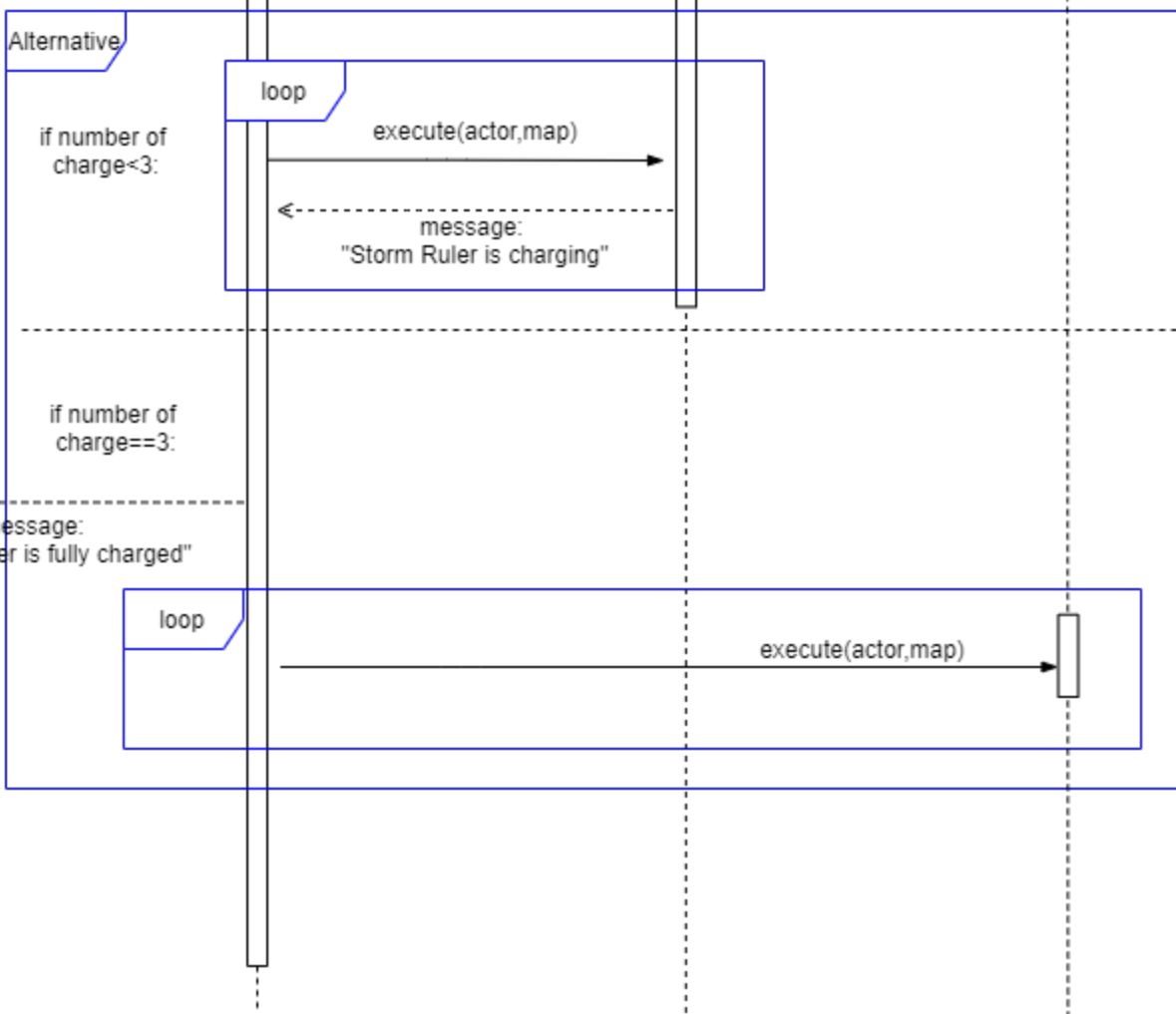
message:  
"Storm Ruler is charging"

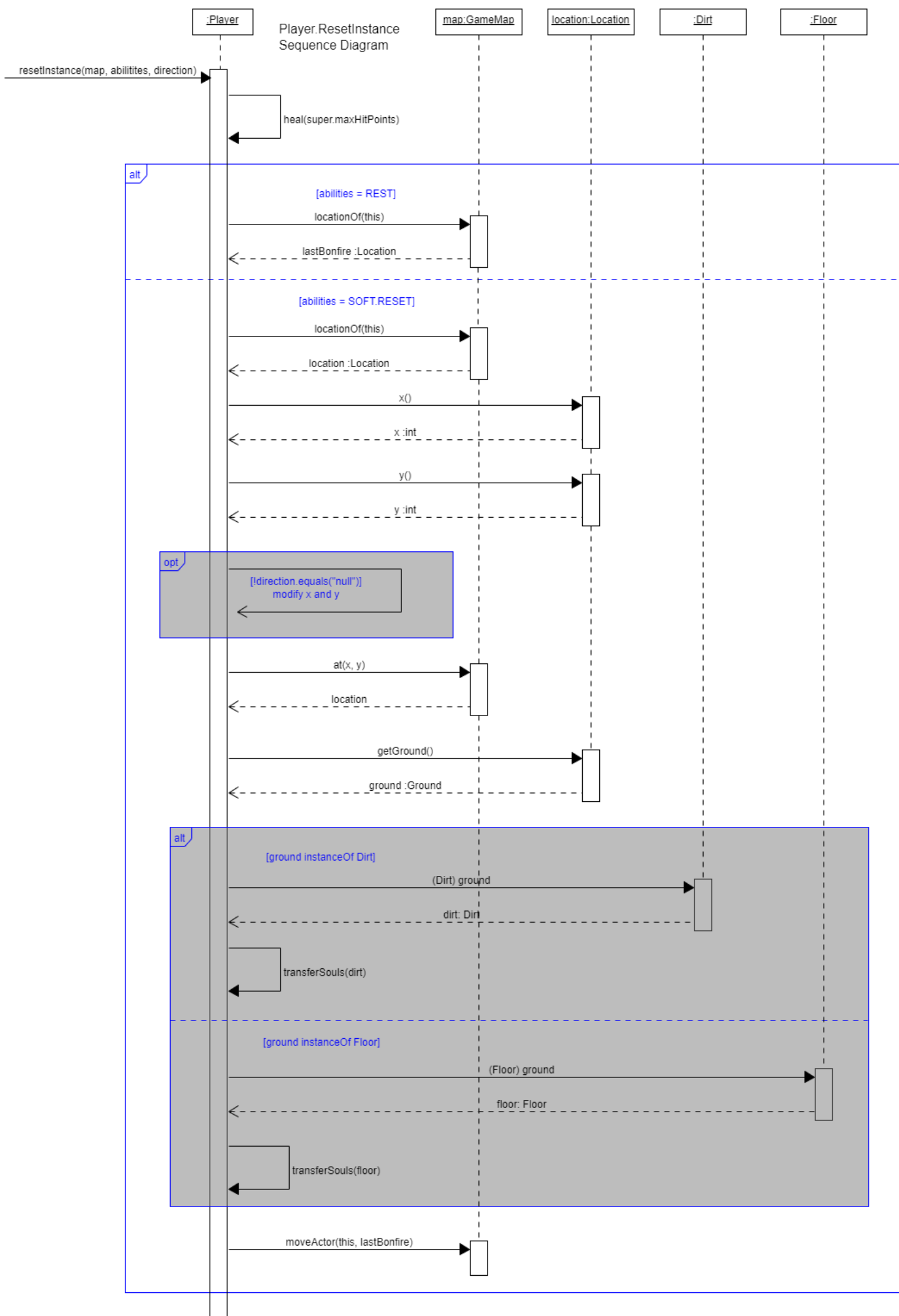
if number of  
charge==3:

message:  
"Storm Ruler is fully charged"

loop

execute(actor,map)





# AttackAction Sequence Diagram

