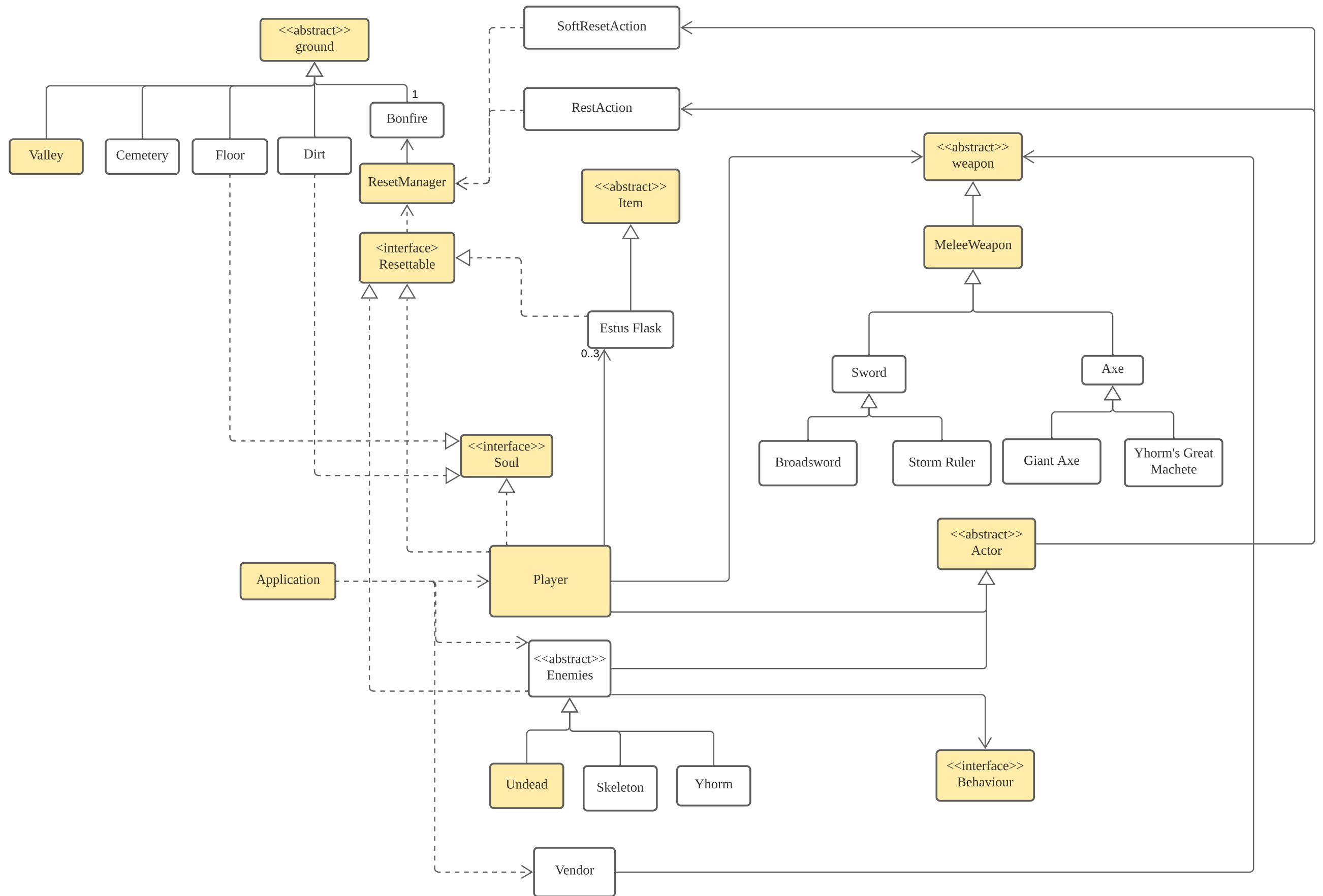
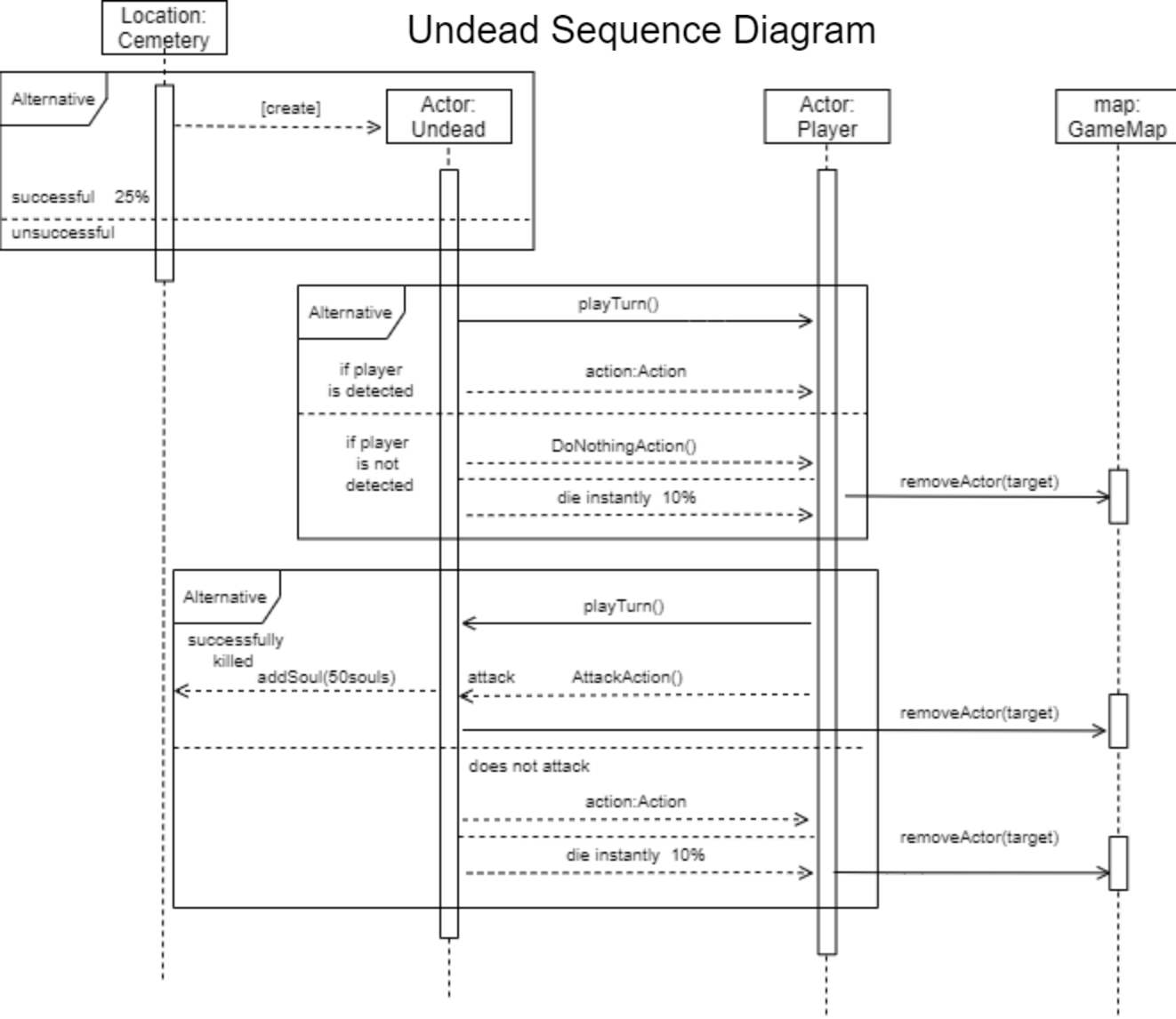


### Class Diagram

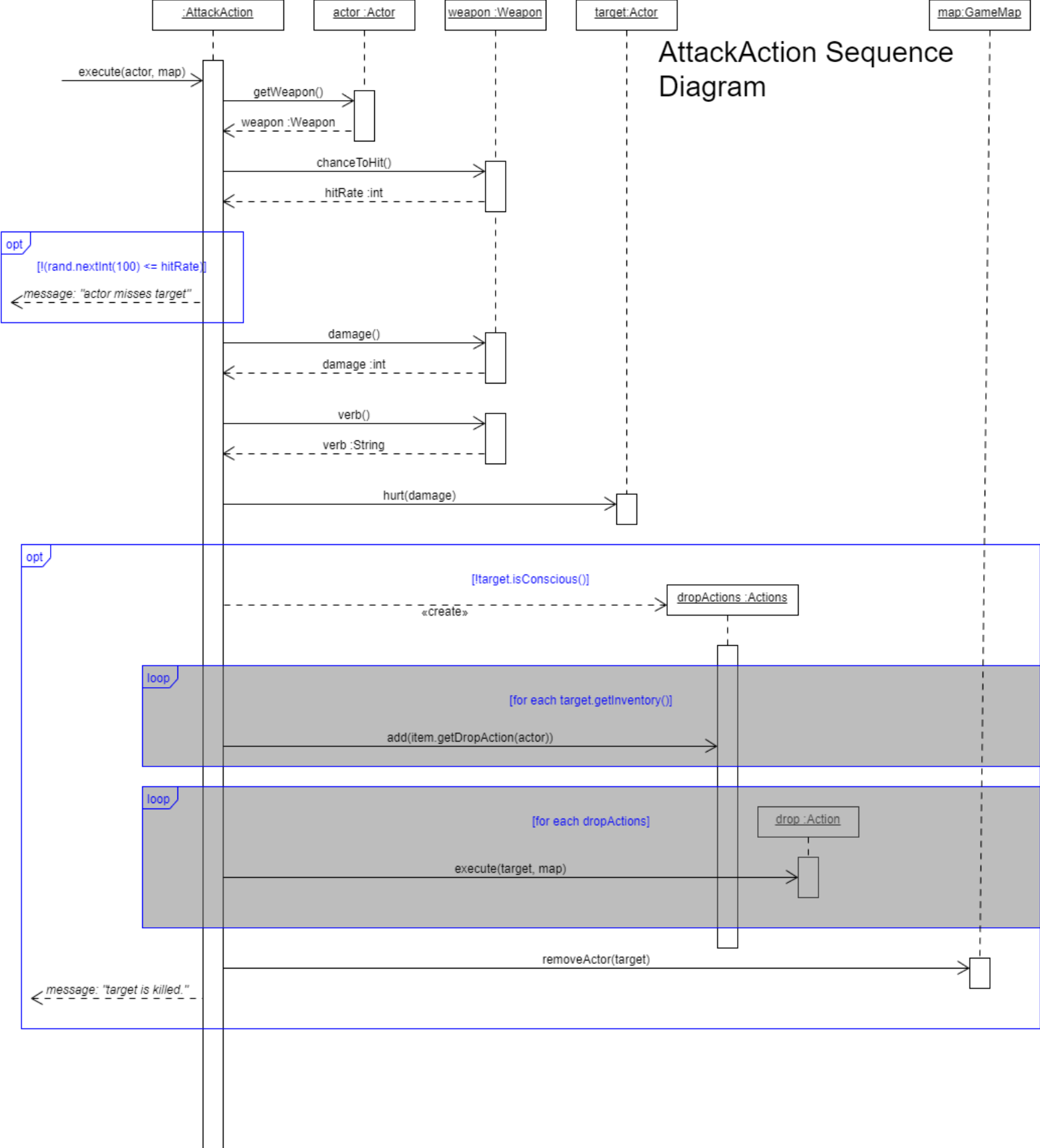
Yellow = Existing Classes  
White = New Classes



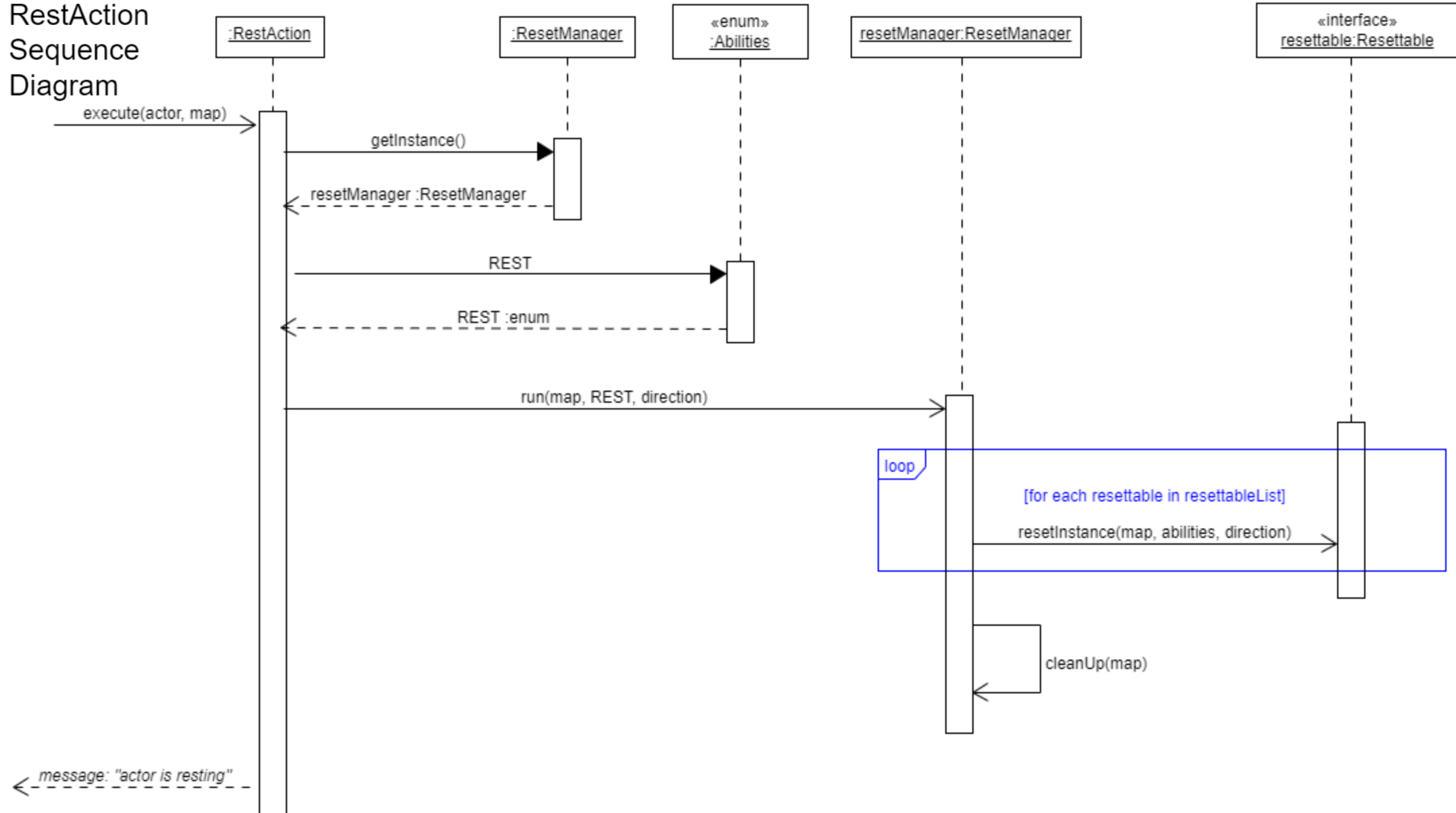
# Undead Sequence Diagram

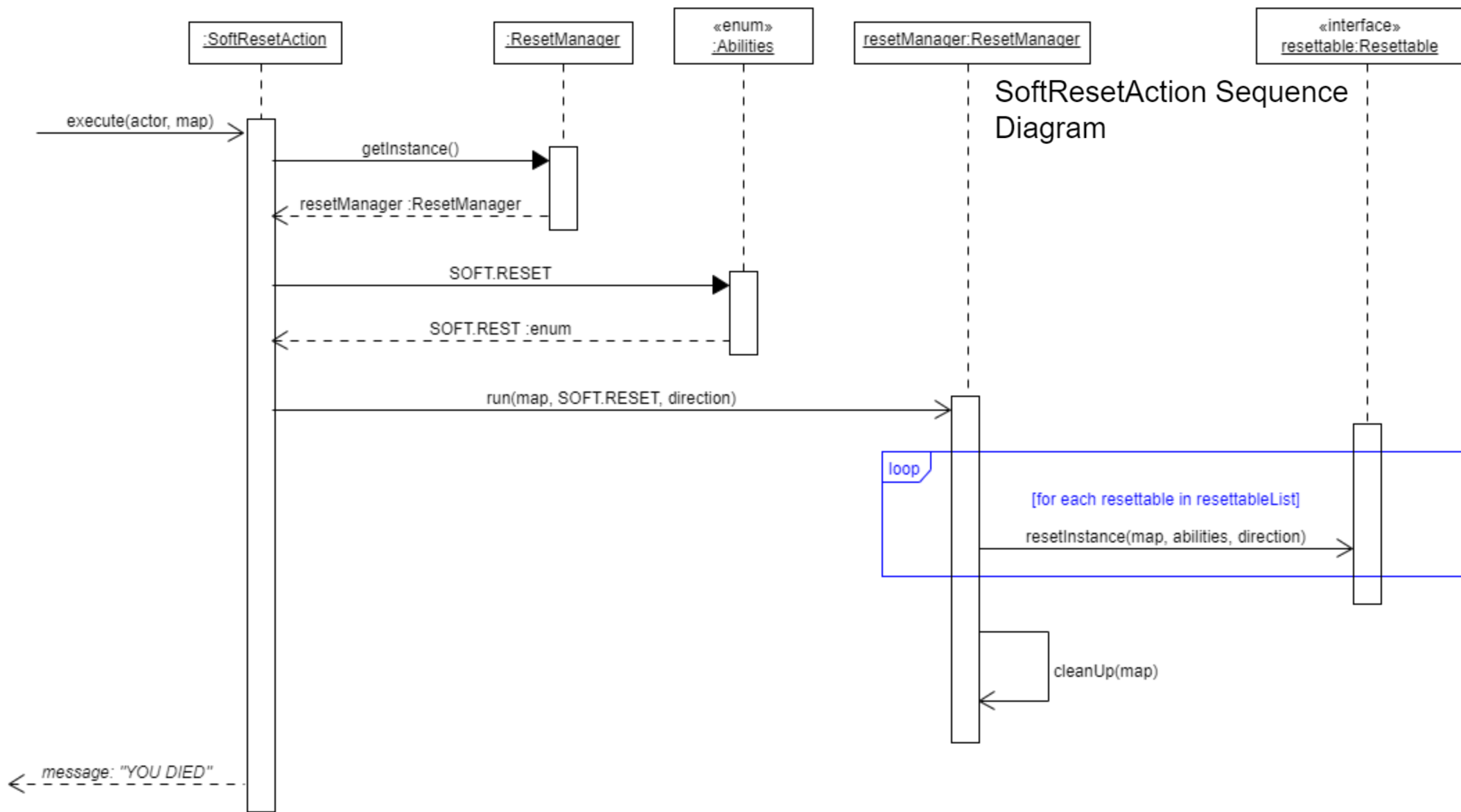


# AttackAction Sequence Diagram



# RestAction Sequence Diagram





: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)



