Dinosaurs (excluding breeding) Class Diagram game.engine -Extendsgame.dinosaurs Player Brachiosaur Allosaur Stegosaur Actor Extends Dinosaur -----Feeds------Performs -Extends Fruit Item Performs <u>^</u> 1..\* «interface» Behaviour game.behaviour\_action ₩ 0..1 Implements 0..1 FeedDinoAction DeathAction 0..1 ----Feeds----FindFoodBehaviour MoveToLocationBehaviour Action Returns :----Returns -Returns ₩ 0..1 ₩ 0..1 ₩ 0..1 ₩ 0..1 -----Consumes EatFruitAction EatNonFruitAction AttackAction MoveActorAction **EcoPoints** -Increases - - ' Consumes -Extends Consumes Egg Corpse -Extends