Player PIck Fruit Sequence Diagram

world:World → player:Player → pickFruitAction:pickFruitAction → map:GameMap → bush:Bush → tree:Tree → ecoPoints:EcoPoints

world.processActionTurn(Player)

player.PlayTurn(actions, lastActions, map, display())

pickFruit Action

pickFruit.execute(player, GameMap)

map.locationOf(player)

Location of player

Opt [If passes 60% check and player in bush

bush.removeFruit()

IncreaseEcoPoints("Harvest Fruit")

Opt [If passes 60% check and player in Tree

tree.removeFruit()

IncreaseEcoPoints("Harvest Fruit")

Actor.addItemToInventory
(Number of Fruit)