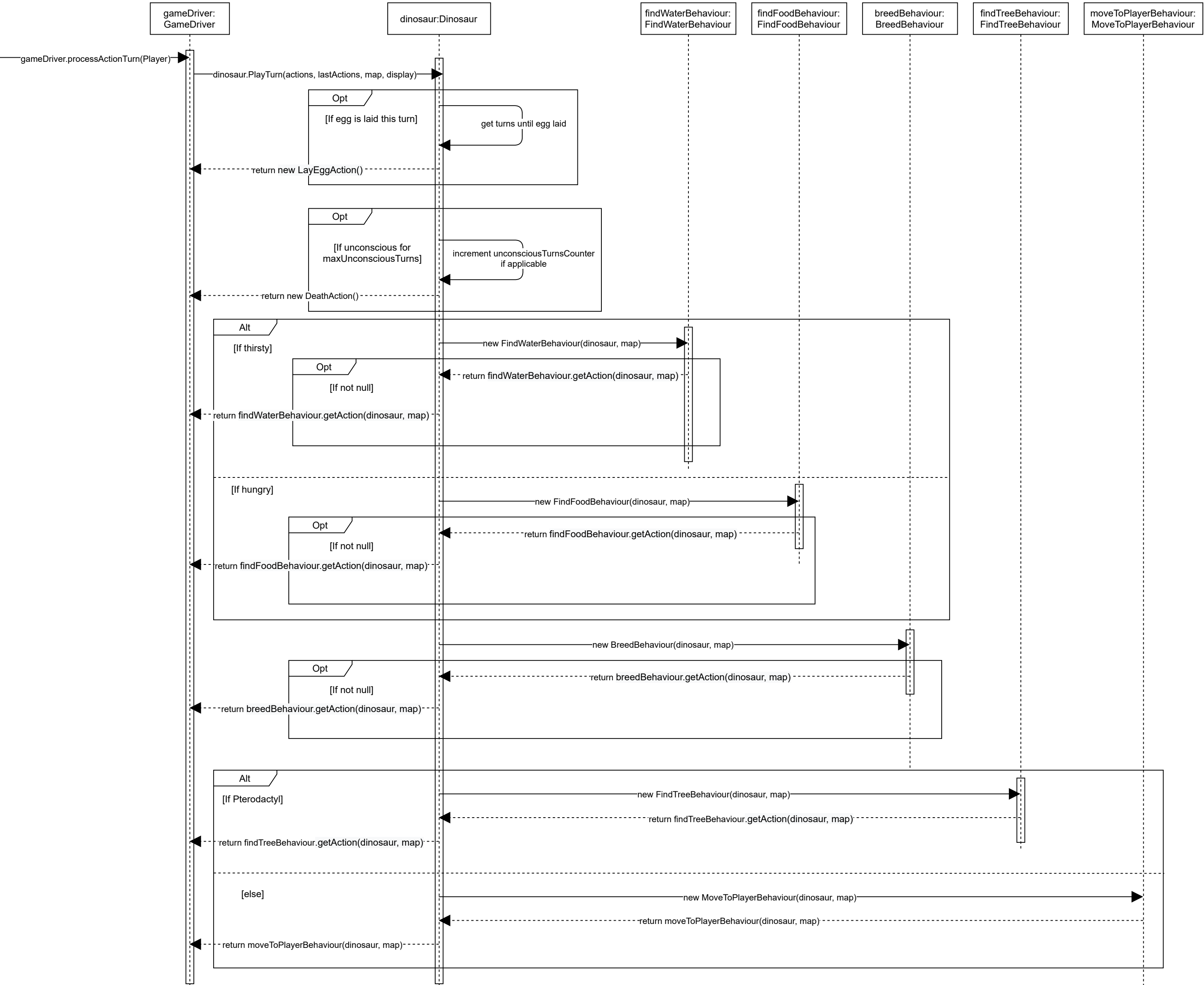


playTurn for Dinosaurs



# EatNonFruit Action

eatNonFruitAction:  
EatNonFruitAction

Util

location:  
Location

actor:  
Actor

corpse:  
Corpse

gameMap:  
GameMap

eatNonFruitAction.execute(actor, gameMap)

Util.retrieveItems(locationItems, "Egg")

Return Egg if there is an egg at the location

location.remove(Egg)

actor.heal(10)

Util.retrieveItems(locationItems, "Corpse")

Return Corpse if there is a Corpse at the location

Corpse.pteroNibble()

actor.heal(10)

location.remove(Corpse)

Corpse.getCorpseHeal()

Return amount Corpse heals for

actor.heal(amount Corpse heals for)

location.remove(Corpse)

[else Allosaur eats Pterodactyl]

location.getExits()

Return Exits

actor.heal(max HP)

gameMap.removeActor(pterodactyl)

Exit contains Pterodactyl]

[for each Exit]

Break

Opt  
[if there is an Egg]

Alternative  
[if there is a Corpse]

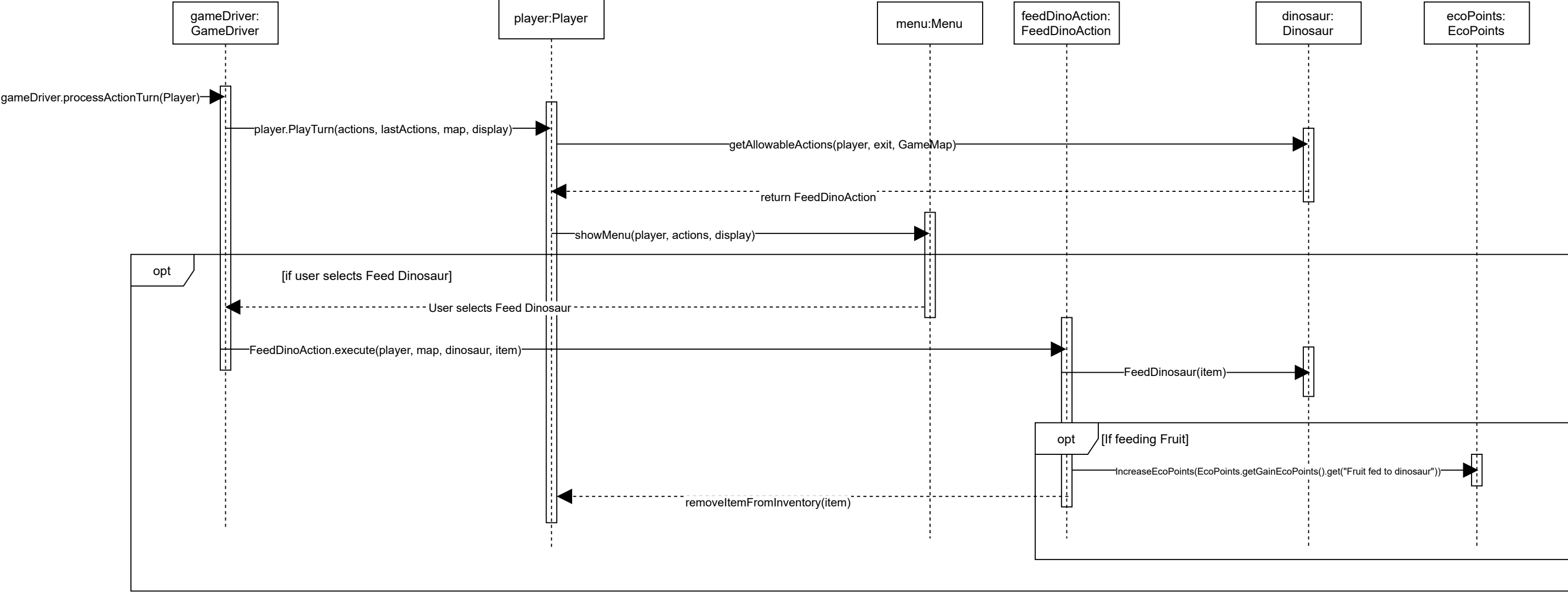
Opt  
[if actor is a Pterodactyl]

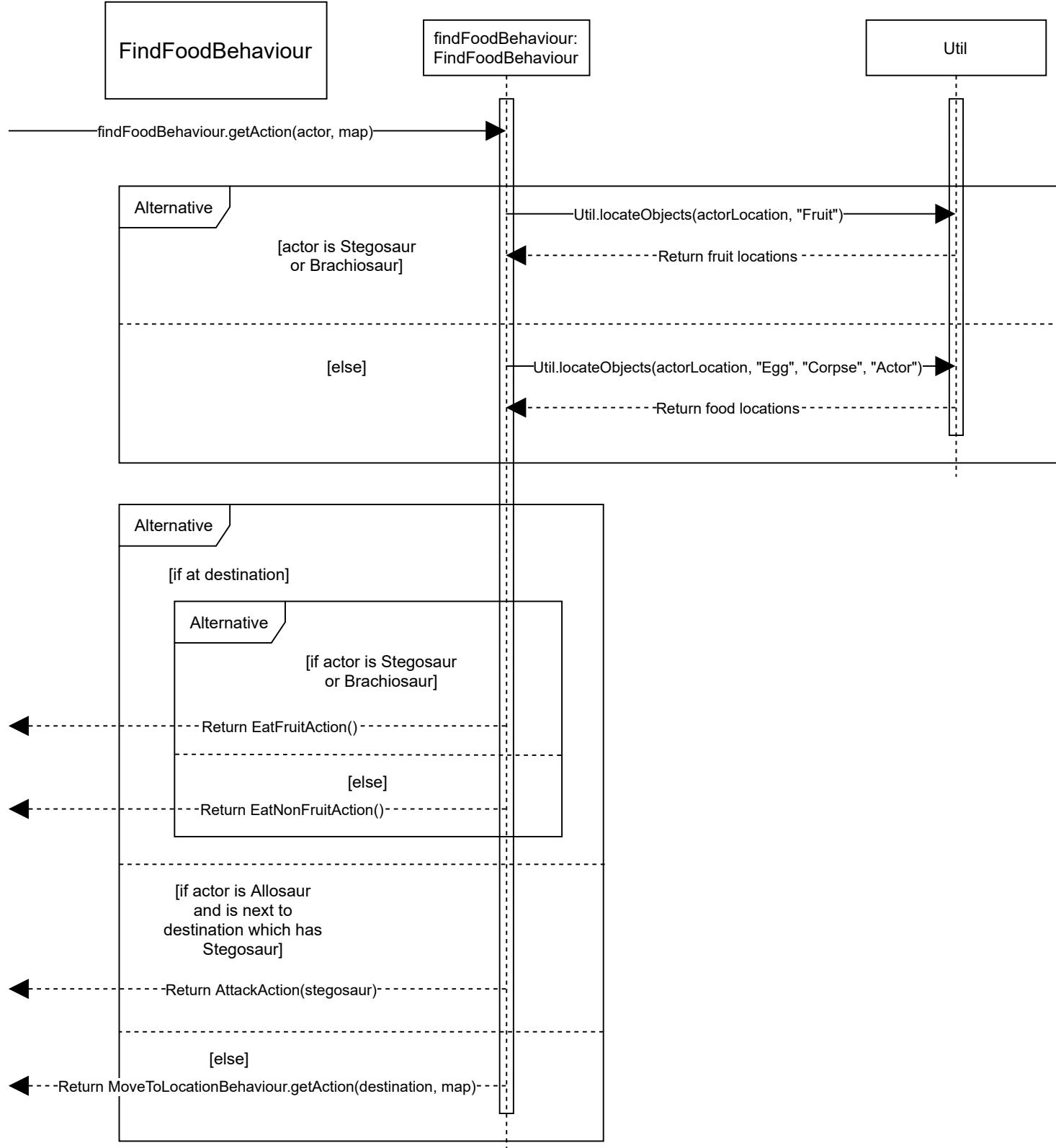
Opt  
[if corpse health is 0]

[else]

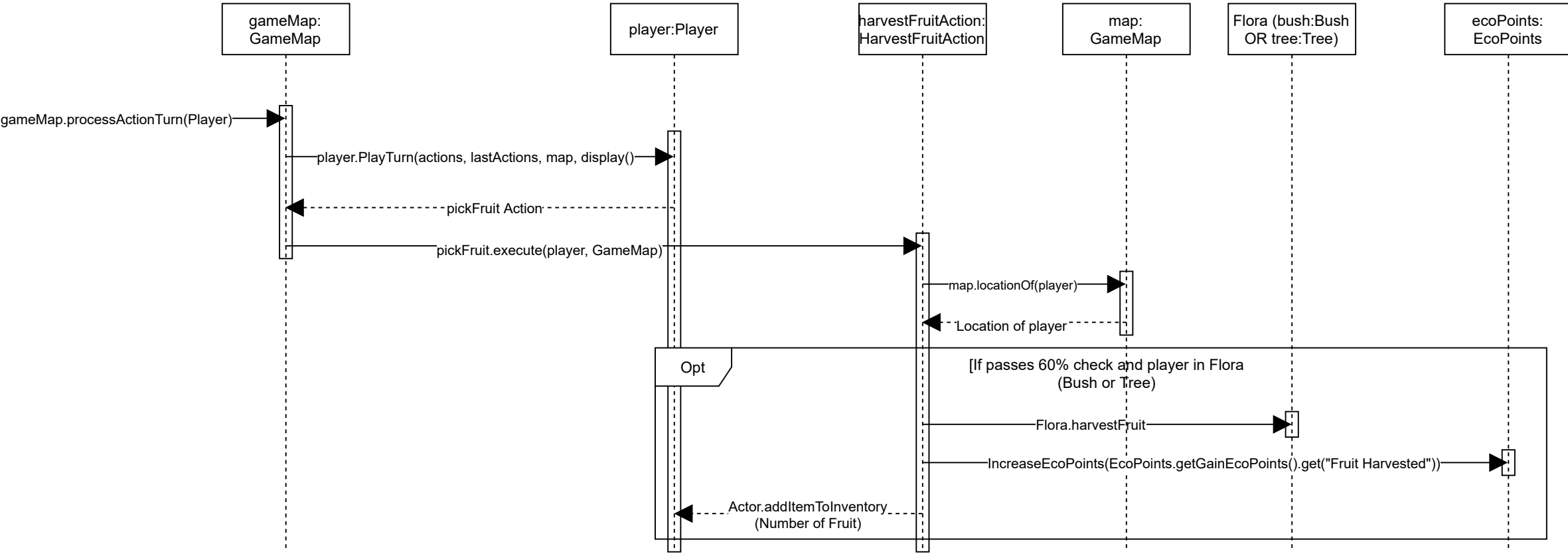
Return message for eating item

# FeedDino Sequence Diagram

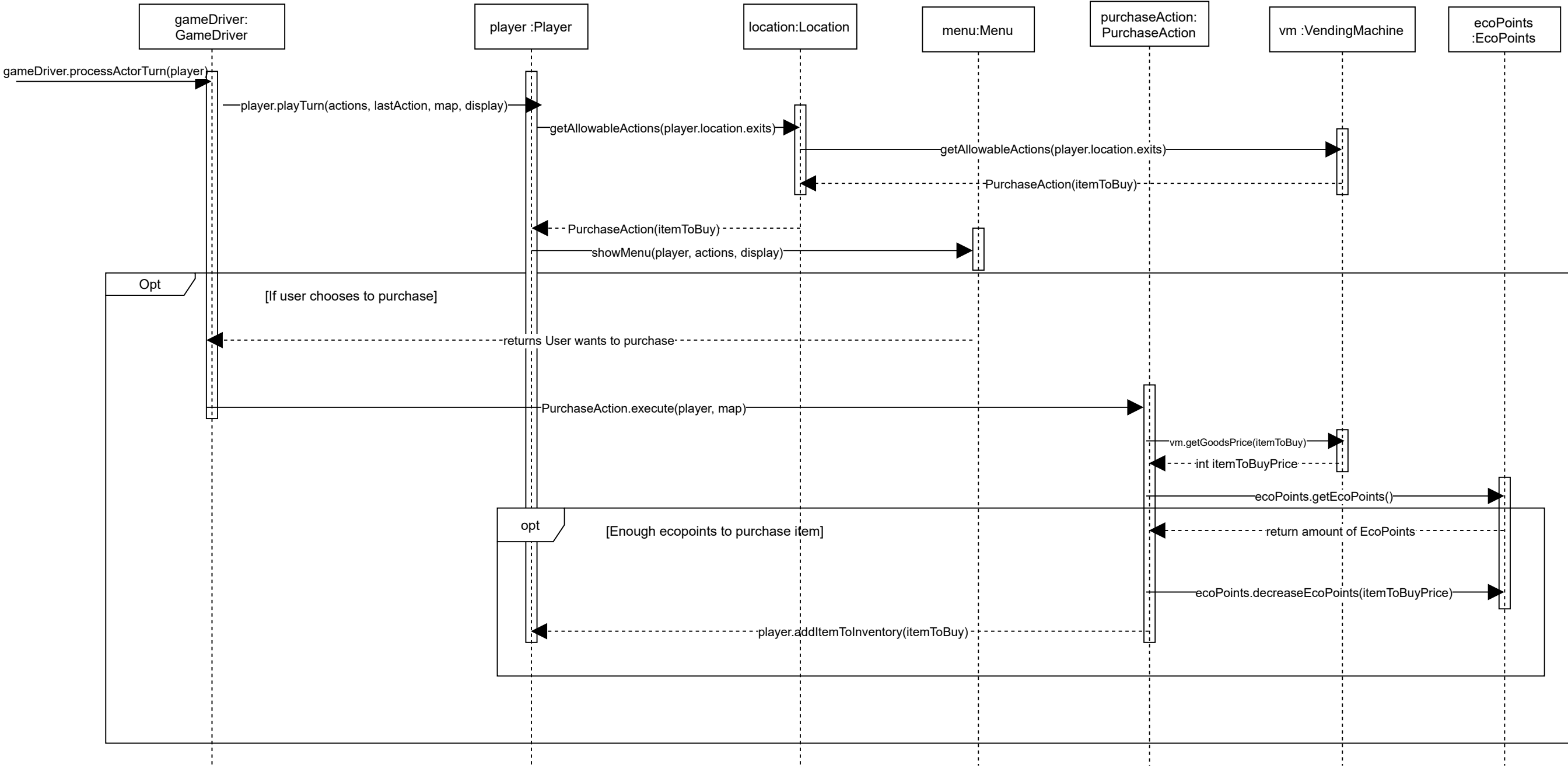




# Player Harvest Fruit Sequence Diagram



# Vending Machine Sequence Diagram



# Dinosaur Breeding

