

FindFoodBehaviour

findFoodBehaviour:  
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Util

findFoodBehaviour.getAction(actor, map)

Alternative

[actor is Stegosaur  
or Brachiosaur]

Util.locateObjects(actorLocation, "Fruit")

Return fruit locations

[else]

Util.locateObjects(actorLocation, "Egg", "Corpse", "Actor")

Return food locations

Alternative

[if at destination]

Alternative

[if actor is Stegosaur  
or Brachiosaur]

Return EatFruitAction()

[else]

Return EatNonFruitAction()

[if actor is Allosaur  
and is next to  
destination which has  
Stegosaur]

Return AttackAction(stegosaur)

[else]

Return MoveToLocationBehaviour.getAction(destination, map)