FeedDino Sequence Diagram

```
world:World        player:Player                menu:Menu      feedDinoAction:     dinosaur:      ecoPoints:
                                                                FeedDinoAction      Dinosaur       EcoPoints

world.processActionTurn(Player) →│
                                 │  player.PlayTurn(actions, lastActions, map, display)  →│
                                 │                                                        │  getAllowableActions(player, exit, GameMap)  →│
                                 │                                                        │◄ - - - - - return FeedDinoAction - - - - - - - │
                                 │                                                        │  showMenu(player, actions, display)  →│
```

opt [if user selects Feed Dinosaur]

```
                                 │◄ - - - - User selects Feed Dinosaur - - - - - │
                                 │  FeedDinoAction.execute(player, map, dinosaur, item)  →│
                                 │                                                        │  FeedDinosaur(item)  →│
```

opt [If feeding Fruit]

```
                                 │                                                        │  IncreaseEcoPoints(FeedDino)  →│
                                 │◄ - - - - removeItemFromInventory(item) - - - - - - - - │
```