

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

[if there is an Egg]

location.remove(Egg)

actor.heal(10)

Util.retrieveItems(locationItems, "Corpse")

Return Corpse if there is a Corpse at the location

[if there is a Corpse]

Corpse.pteroNibble()

actor.heal(10)

[if actor is a Pterodactyl]

[if corpse health is 0]

location.remove(Corpse)

[else]

Corpse.getCorpseHeal()

Return amount Corpse heals for

actor.heal(amount Corpse heals for)

location.remove(Corpse)

[else Allosaur eats Pterodactyl]

location.getExits()

Return Exits

[for each Exit]

actor.heal(max HP)

Break

Exit contains Pterodactyl]

gameMap.removeActor(pterodactyl)

Return message for eating item