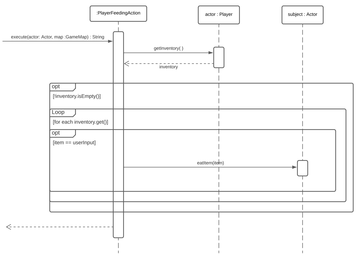
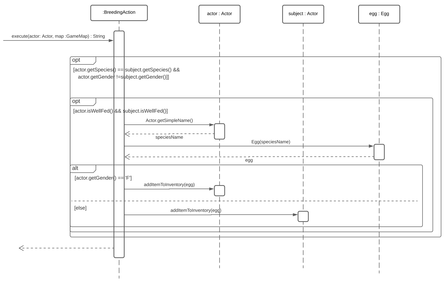
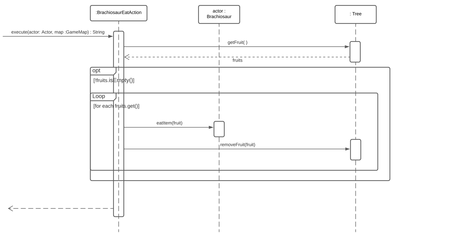


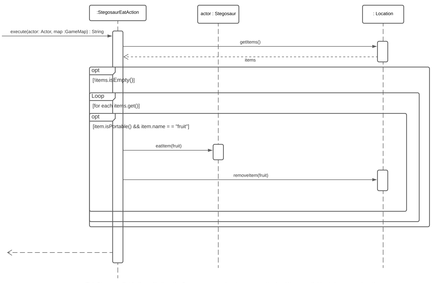
This PlayerFeedingAction will allow the user to get their inventory items and input their selection to choose which item to feed the subject (Dinosaur) with.



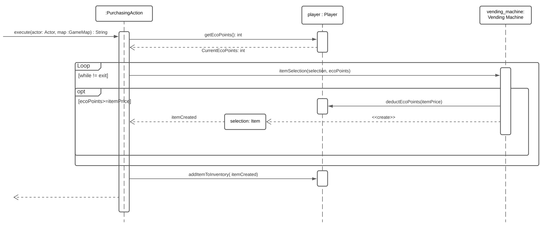
This BreedingAction first checks both Actors fulfill the conditions needed to breed. Once they do, we retrive the name of their species and create an egg instance with this value. The egg will then be placed into the female Actor's inventory to signify that the mating process has been carried out successfully.



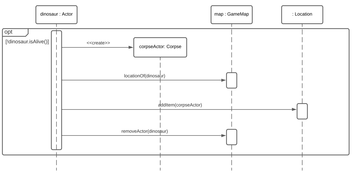
This BrachiosaurEatAction will allow the Brachiosaur actor class to consume the food items available from the tree object.



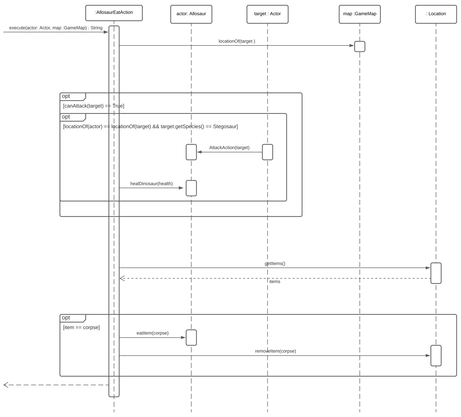
This StegosaurEatAction will allow the Stegosaur actor class to consume the food items available at the current location.



This PurchasingAction will allow the Player actor class to utilize the accumulated eco points for purchasing consumable items from the vending machine class .



This is a sequence diagram showing the method of creating a corpse object upon a dinosaur's death.



This AllosaurEatAction will allow the Allosaur actor class to consume it's different food sources, either from attacking a Stegosaur or devouring the corpse of a dead dinosaur.