

# Additional class modifications:

## **Tree:**

The tree class will be modified to support tree growth in adjacent locations to existing trees. The `getExits` method of the location of the tree will be called and the type of `Ground` at each exit location will be checked. If it is dirt or grass, there will be a chance that the `setGround` method of the location will be called to change it into a tree.

## **Dinosaur:**

To support baby dinosaurs and adult dinosaurs, the dinosaur class will have an attribute indicating its age group (baby or adult) represented by an enum and an age attribute. Every `playTurn` call, the age of the dinosaur will increment and when a baby dinosaur's age reaches a certain number it will turn into an adult. When attempting to breed, the enum age group of the dinosaur objects will be checked in breeding methods so that only adults can breed.