**Assignment 3 UML** Kaitlyn Clark | October 27, 2019 Assignment 1 and 2 UML Passable <<Interface>> Terrain for Actors Action Dinosaur Ground Behaviour <<Interface>> is handled with an Actor <<Interface>> Item Menu enum and Skills Edible Sellable FollowBehaviour, ApproachAction and others rely on methods from the Util class (not shown) SimpleCreature Waterboots ApproachAction FollowBehaviour T-Rex Water BetterMenu AcceptQuest EatBehaviour Plesiosaur Fish TeleporterKit Bird Reed RewardAction ActionQuestBehaviour BreedBehaviour Pteranodon MarineFood BuildActions can Teleporter BuildAction build certain types of ground - enabled HuntBehaviour SellableWeapon through getAllowableActions NPC RadialAttackAction EnemyBehaviour Stand Player RemoveActorAction

TeleportAction

RangedBehaviour |

EndGameBehaviour

Enemy