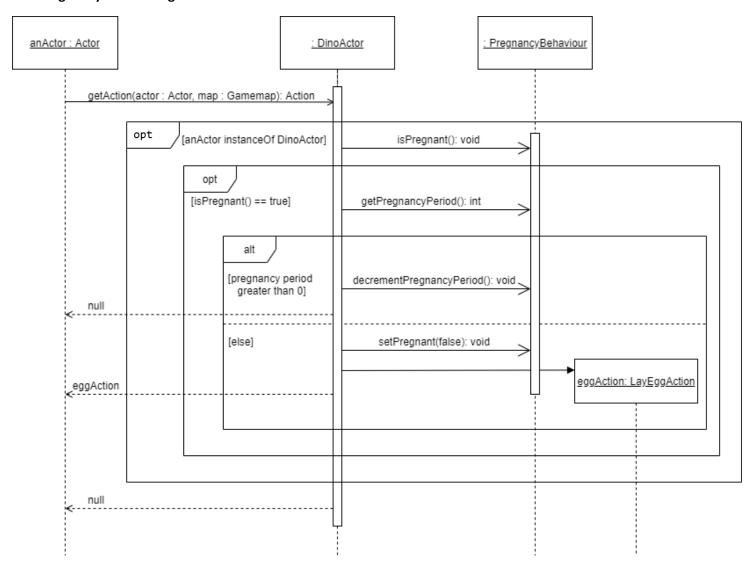
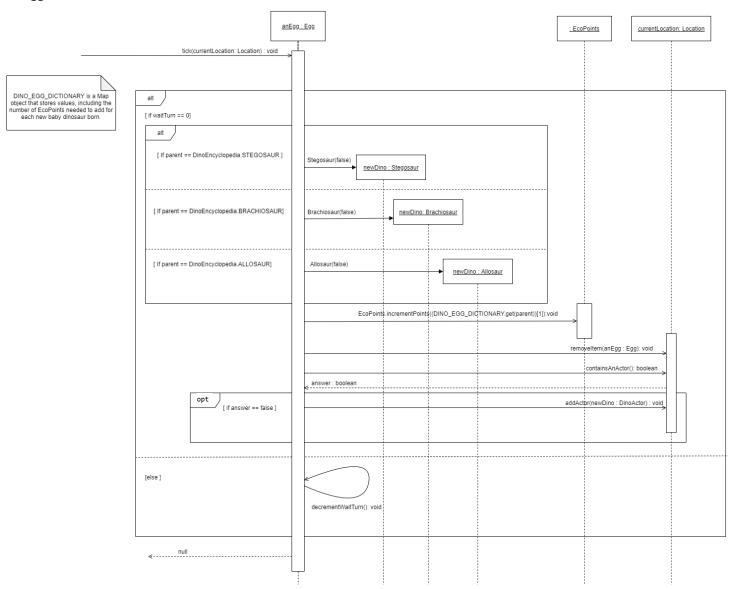
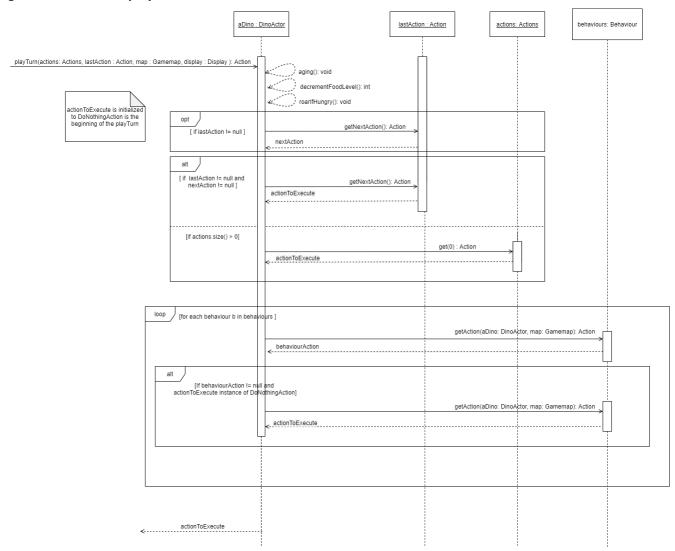
# Sequence diagram – PregnancyBehaviour.getAction



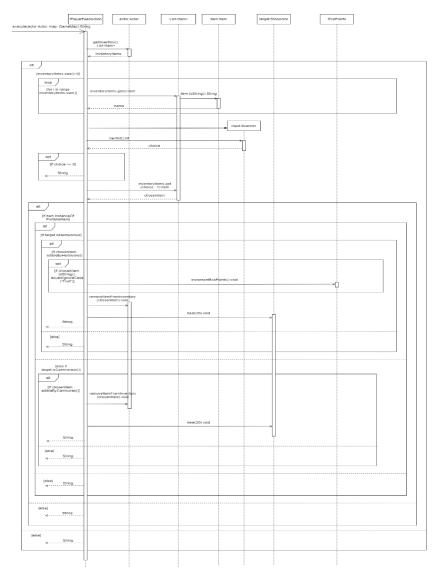
# Sequence diagram – Egg's tick method



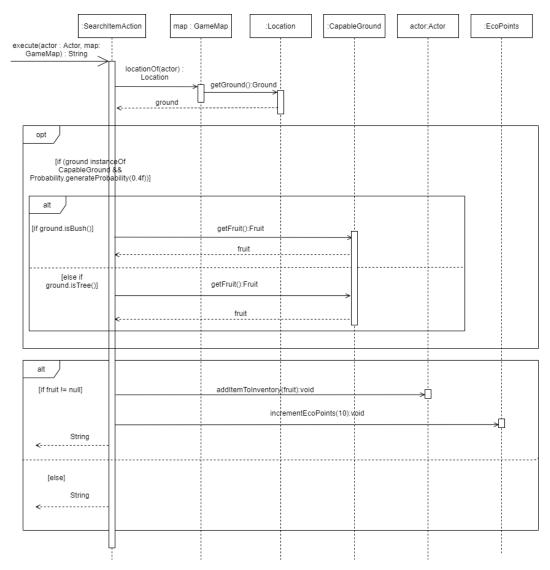
# Sequence diagram – DinoActor's playTurn method



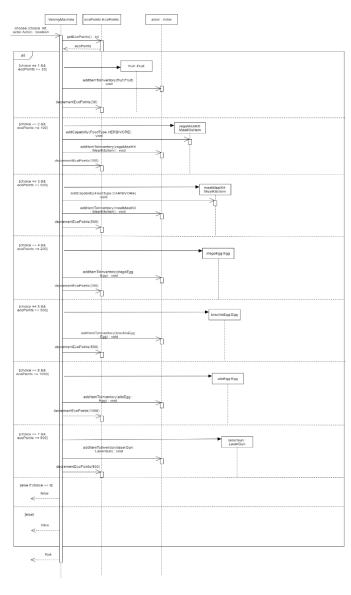
# Sequence diagram – PlayerFeedAction's execute method



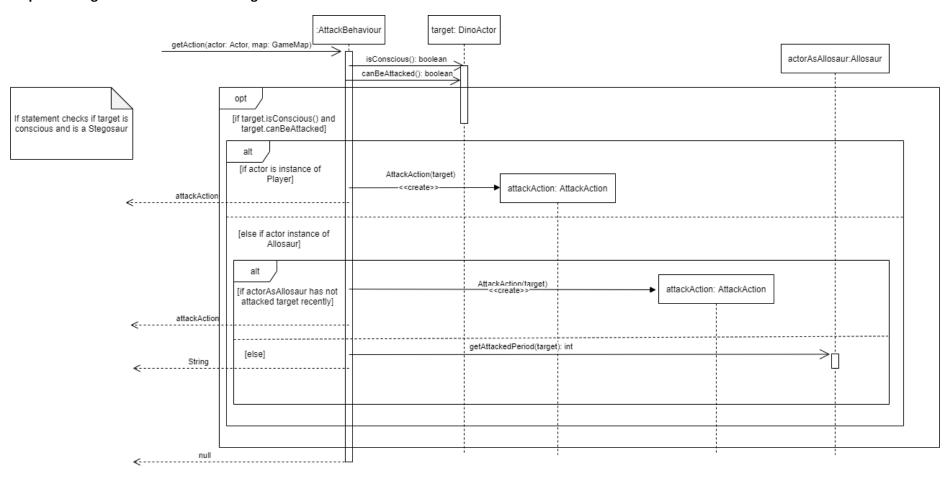
# Sequence diagram – SearchItemAction's execute method



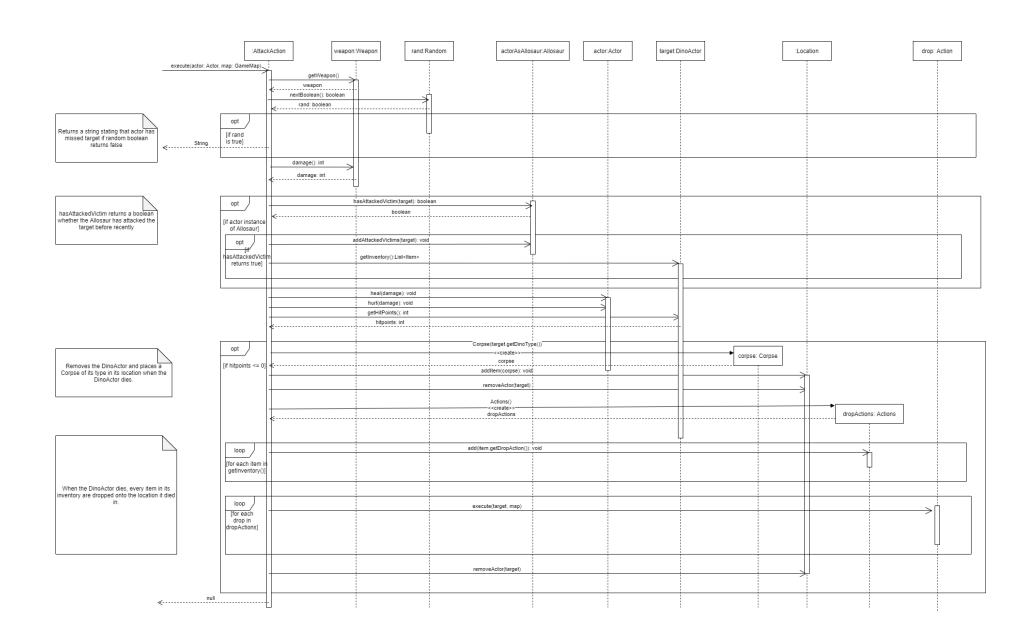
# Sequence diagram – VendingMachine's choose method



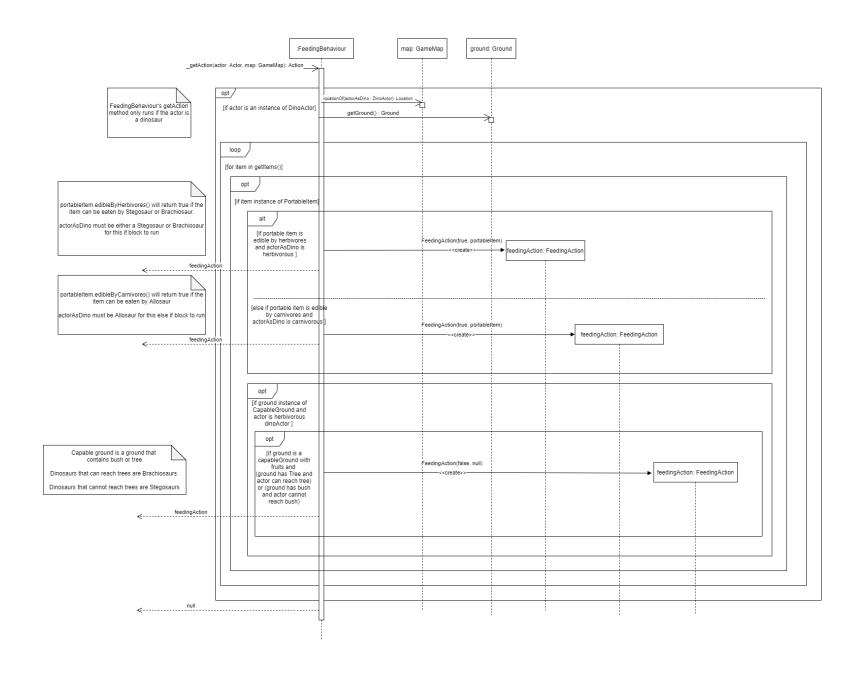
# Sequence diagram – AttackBehaviour's getAction method



# Sequence diagram -AttackAction's execute method



# Sequence diagram – FeedingBehaviour's getAction method



# Sequence Diagram – FeedingAction's execute method

