Class diagram – dinosaurs package
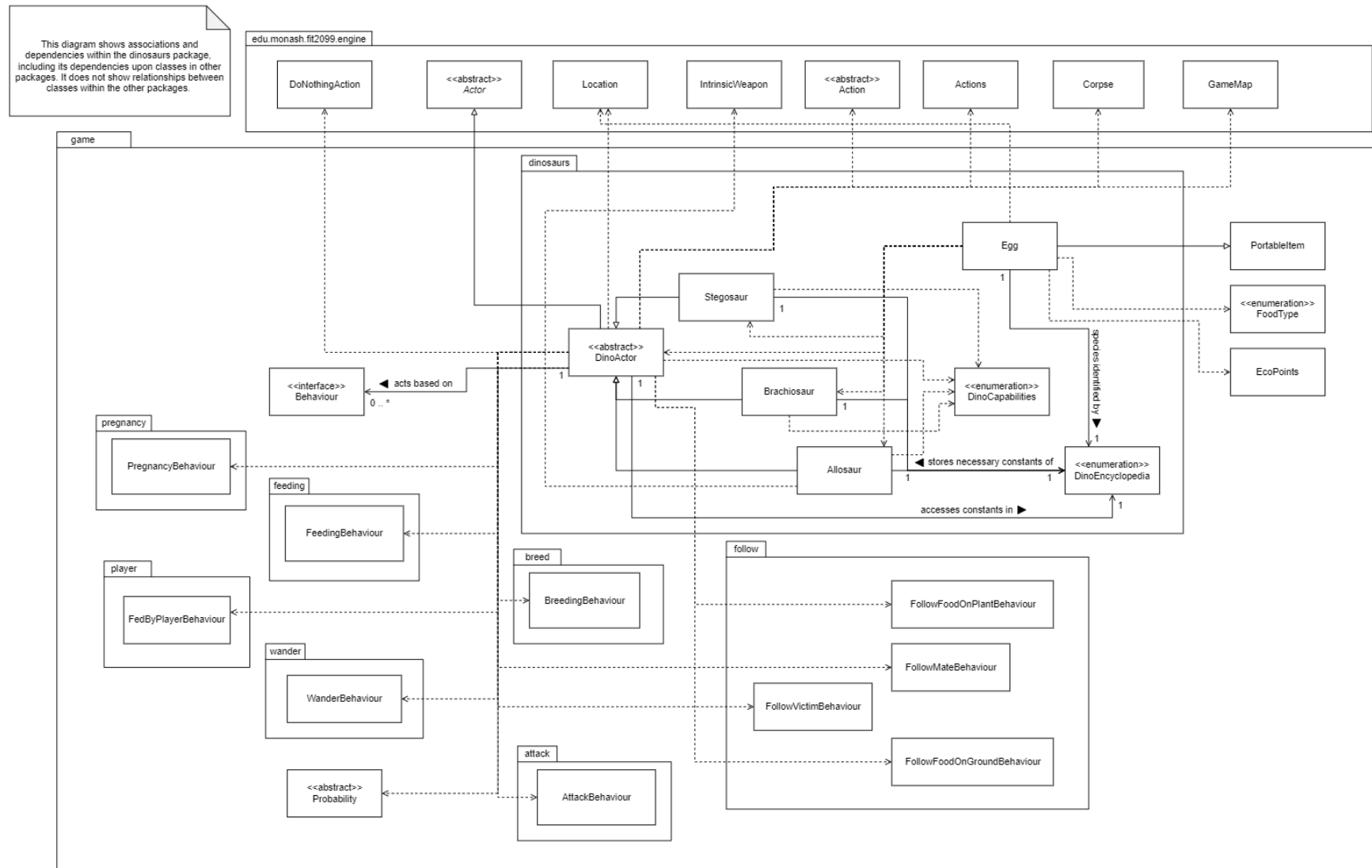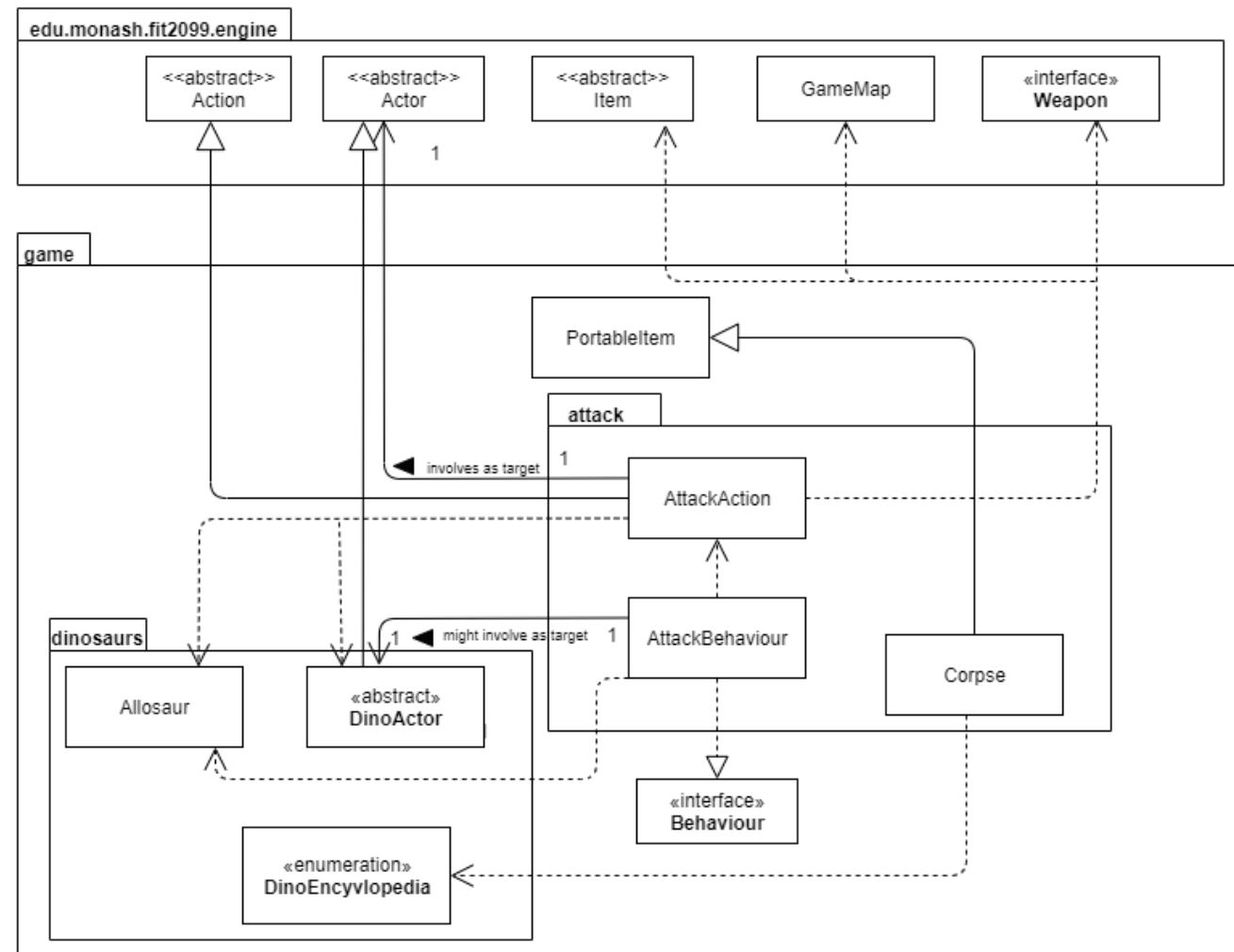
This diagram shows associations and dependencies within the dinosaurs package, including its dependencies upon classes in other packages. It does not show relationships between classes within the other packages.

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DoNothingAction	<> *Actor*	Location	IntrinsicWeapon	<> *Action*	Actions	Corpse	GameMap

game

dinosaurs

Egg

PortableItem

Stegosaur

<<enumeration>> FoodType

<> DinoActor

EcoPoints

Brachiosaur

<<enumeration>> DinoCapabilities

<<interface>> Behaviour — acts based on — 0 .. *

species identified by ▼

Allosaur — stores necessary constants of ◀ — <<enumeration>> DinoEncyclopedia

accesses constants in ▶

pregnancy

PregnancyBehaviour

feeding

FeedingBehaviour

breed

BreedingBehaviour

follow

FollowFoodOnPlantBehaviour

FollowMateBehaviour

FollowVictimBehaviour

FollowFoodOnGroundBehaviour

player

FedByPlayerBehaviour

wander

WanderBehaviour

attack
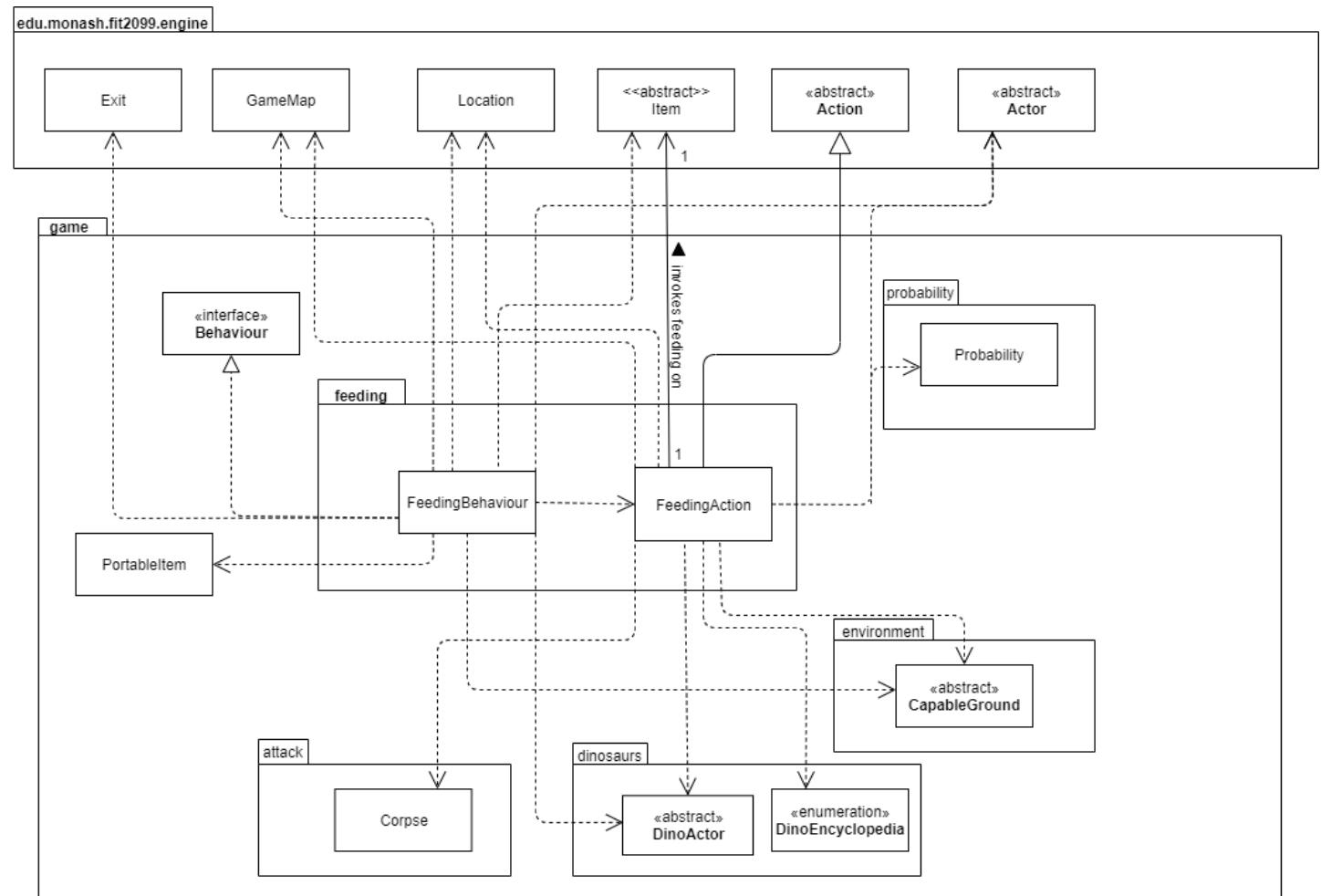
<> Probability

AttackBehaviour

Class Diagram – attack package

This diagram shows associations and dependencies within the attack package, including its dependencies upon classes in other packages. It does not show relationships between classes within other packages.

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- <> Action
- <> Actor
- <> Item
- GameMap
- «interface» Weapon

game

PortableItem

attack

involves as target 1

AttackAction

AttackBehaviour

Corpse

might involve as target

«interface» Behaviour

dinosaurs

Allosaur

«abstract» DinoActor
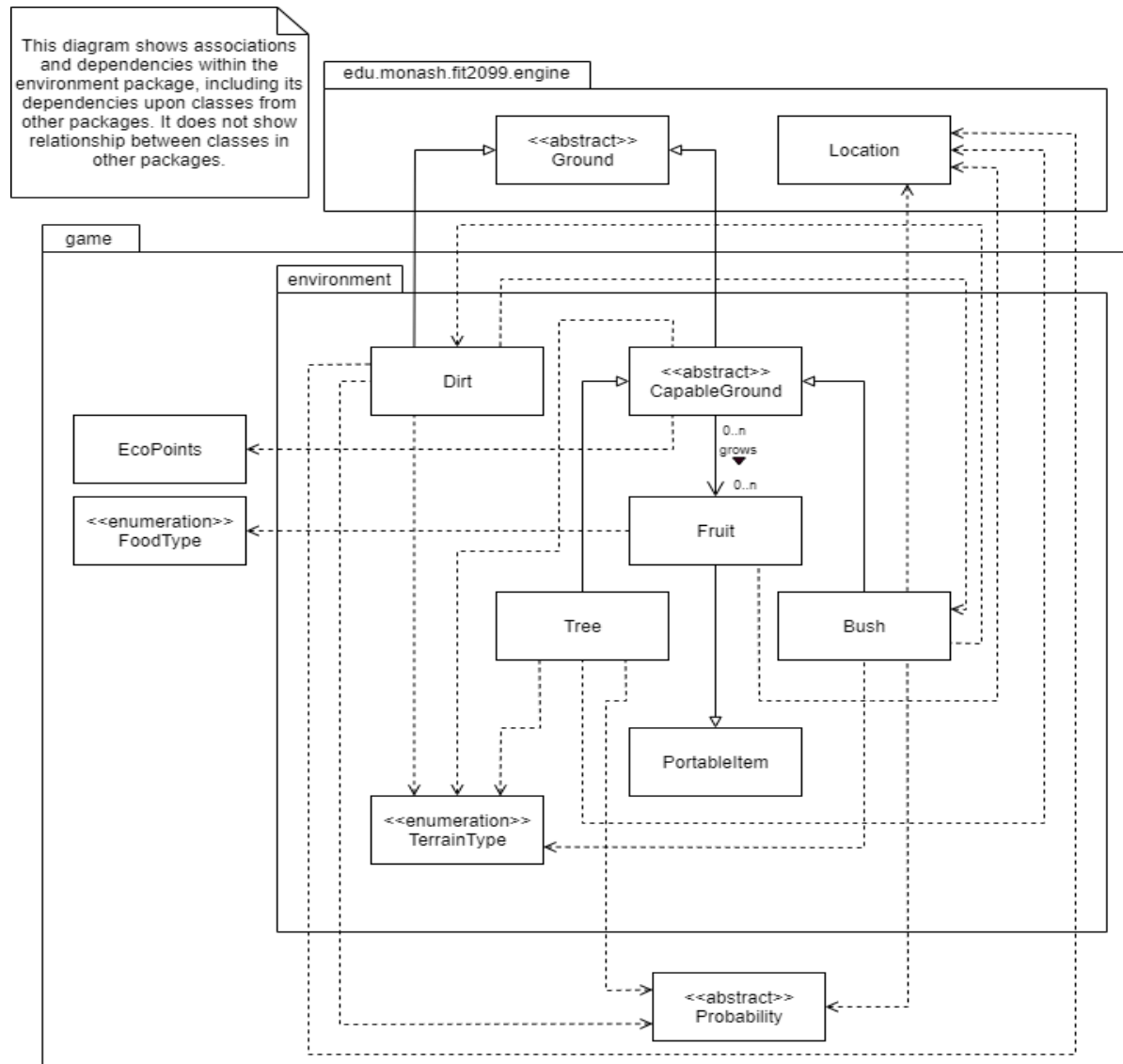
«enumeration» DinoEncyvlopedia

Class Diagram – feeding package

The diagram shows the associations and dependencies within the feeding package, including its dependencies upon classes in other packages. It does not show relationships between classes within other packages

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| Exit | GameMap | Location | <> Item | «abstract» Action | «abstract» Actor |

game

«interface» **Behaviour**

invokes feeding on

probability

Probability

feeding

FeedingBehaviour

FeedingAction

PortableItem

environment

«abstract» **CapableGround**

attack

Corpse

dinosaurs

«abstract» **DinoActor**

«enumeration» **DinoEncyclopedia**

Class Diagram – environment package

This diagram shows associations and dependencies within the environment package, including its dependencies upon classes from other packages. It does not show relationship between classes in other packages.

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<>
Ground

Location

game

environment

Dirt

<>
CapableGround

EcoPoints

<<enumeration>>
FoodType

0..n
grows

0..n

Fruit

Tree

Bush

PortableItem

<<enumeration>>
TerrainType

<>
Probability