Work Breakdown Agreement

Item	Person in charge	Complete by
(I) Class diagrams **(II) Interaction diagrams and** **(III) Design rationale based on functionalities we are in charge of individually:** BreedingAction & Lay Egg Follow behaviour - mate Egg (for laying eggs and buying egg from vending machine) Baby dino Stegosaur bush killing	Joanne	20 April 2021
Hunger & Feeding Follow item (Fruits and Corpse) AttackAction (Allosaur / Player attacks Stegosaur - implemented in Stegosaur) Death (Corpse) Unconsciousness Allosaur corpse feeding	Jonathan	20 April 2021
Player - anything about how player can interact with other actors/ items BuyAction AttackAction using LaserGun PlayerFeedAction VendingMachine Fruit, Bush, Tree, Dirt Probability	Nelly	20 April 2021