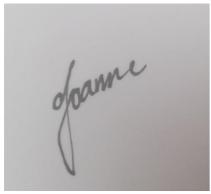
Work Breakdown Agreement

Item	Person in charge	Complete by
(I) Class diagrams	Joanne, Jonathan, Nelly	20 April 2021
(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 Player FeedAction VendingMachine Fruit, Bush, Tree, Dirt Probability	Nelly	20 April 2021

Signed by:



(Joanne Ang Soo Yin)