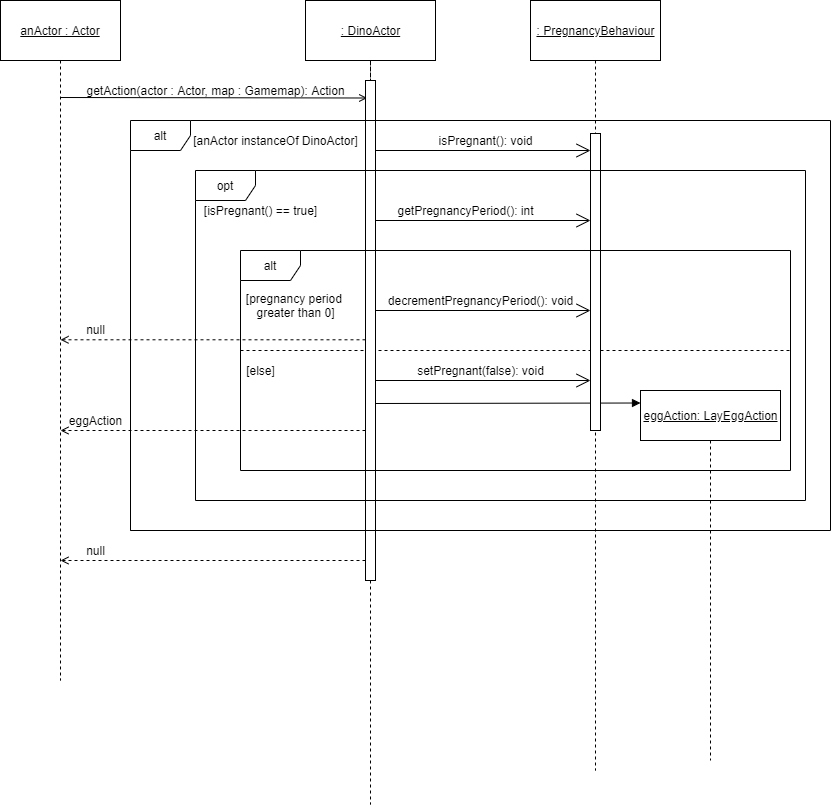
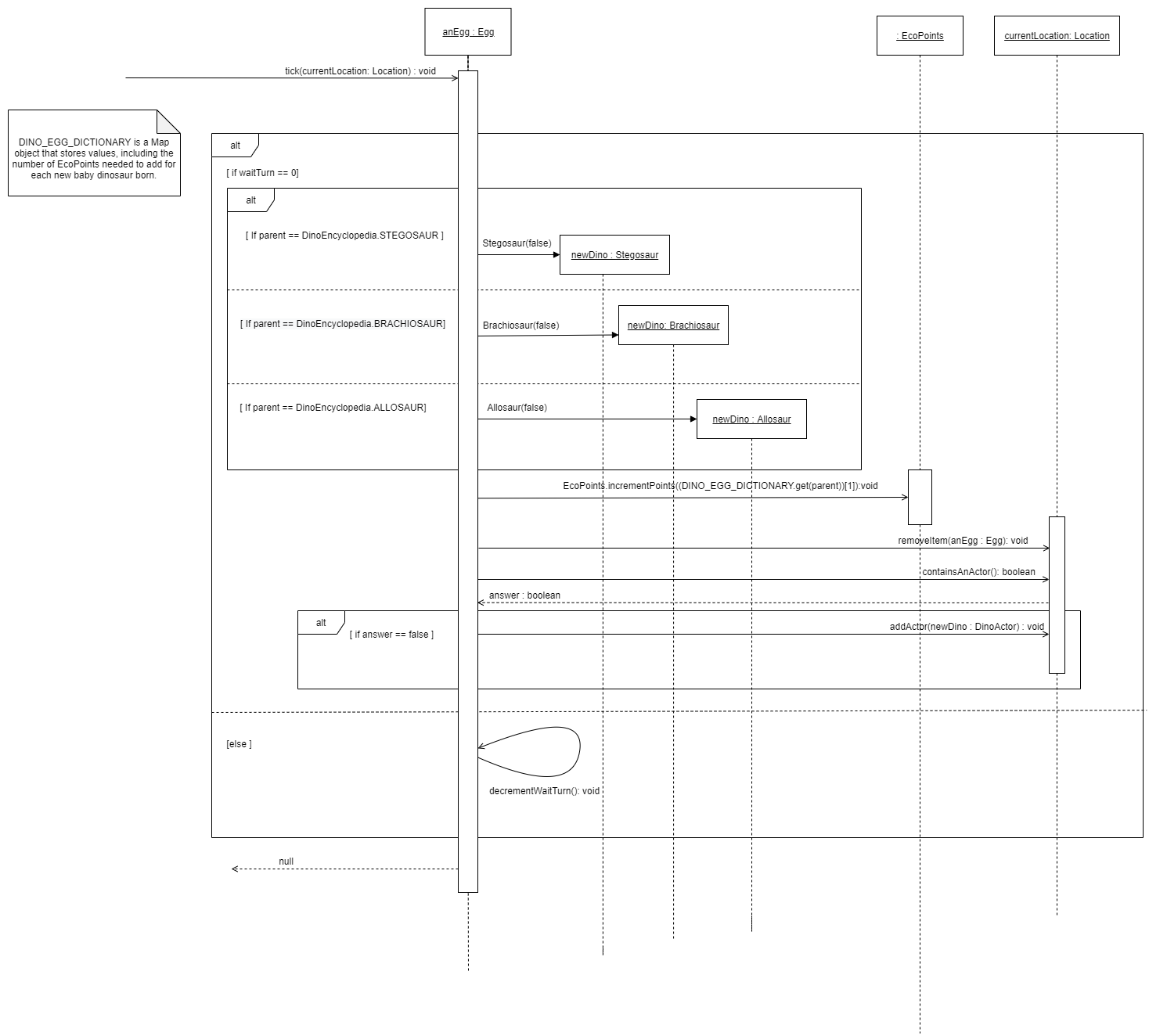
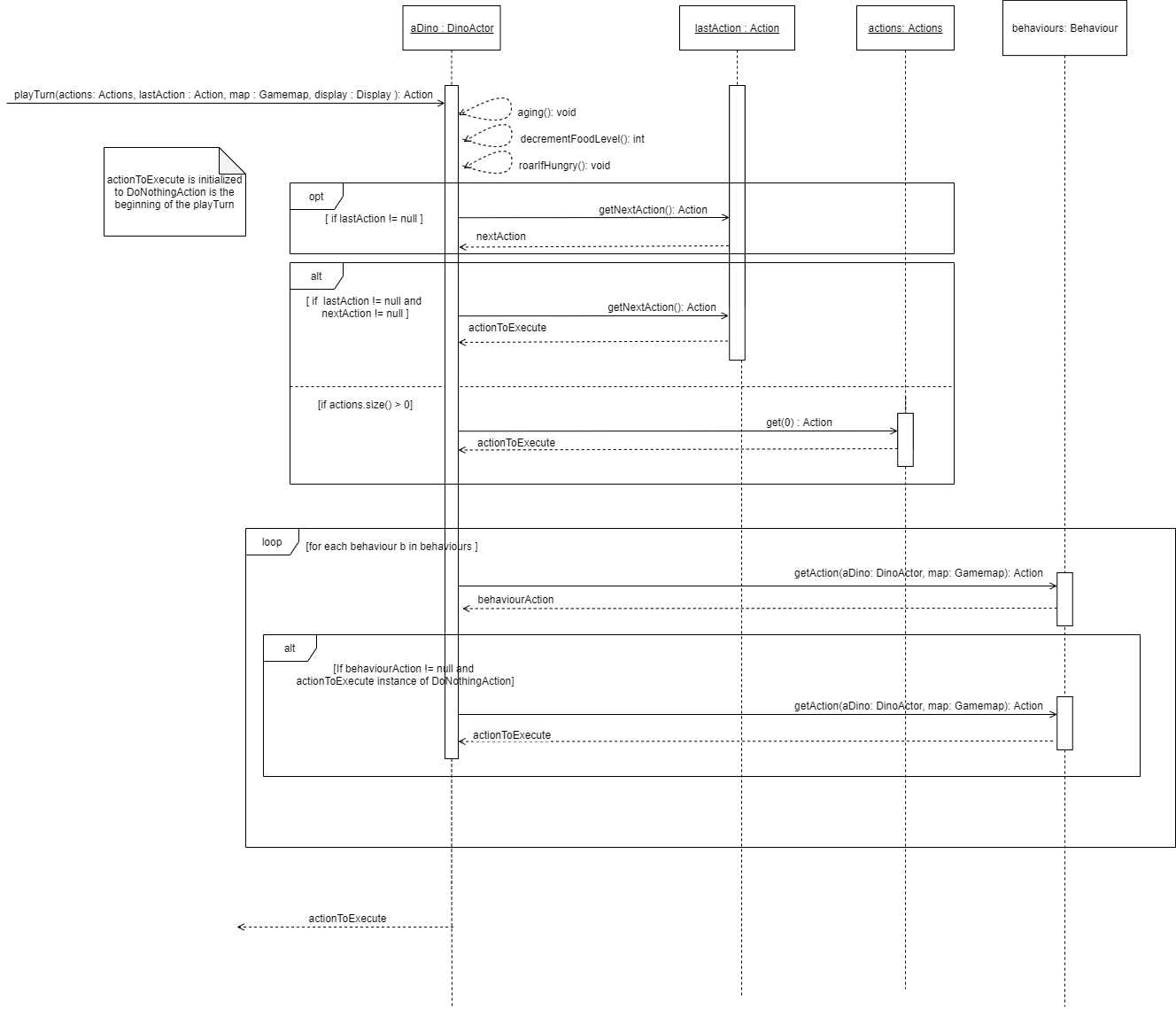
**Sequence diagram – PregnancyBehaviour.getAction**



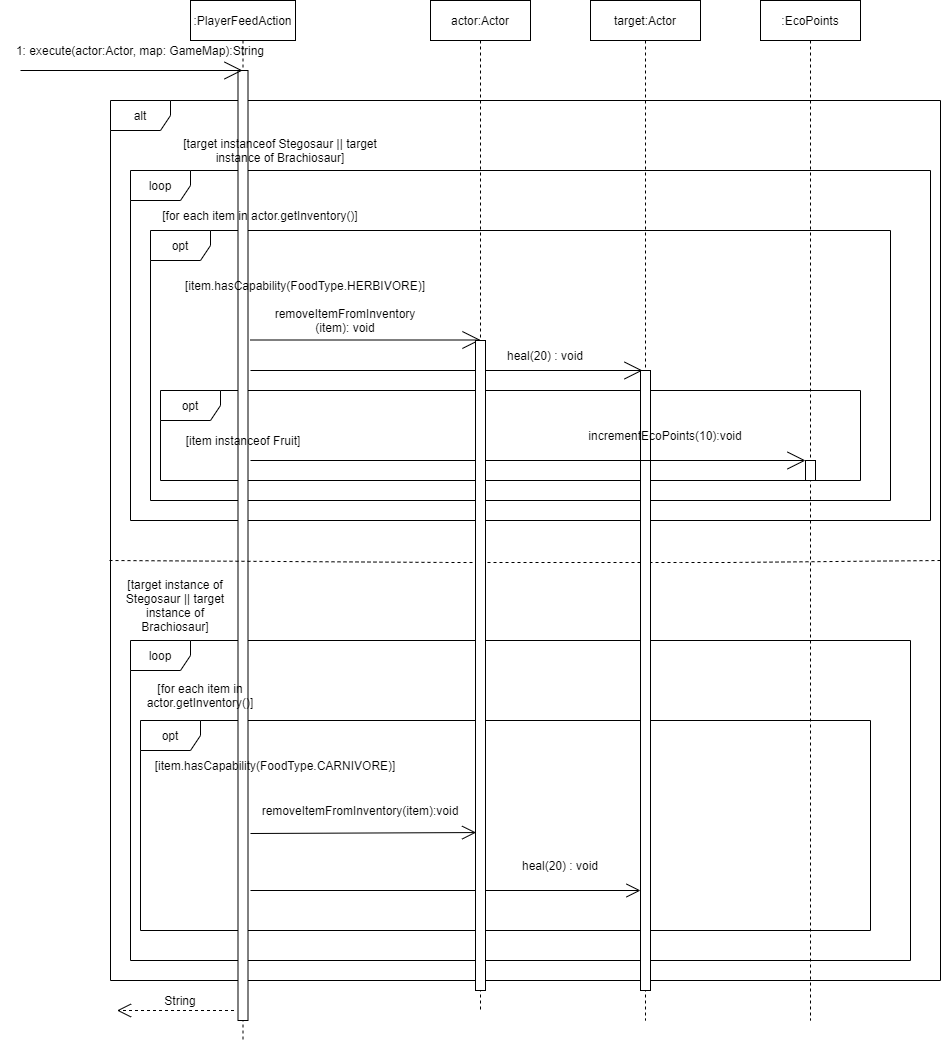


**Sequence diagram – Egg’s tick method**

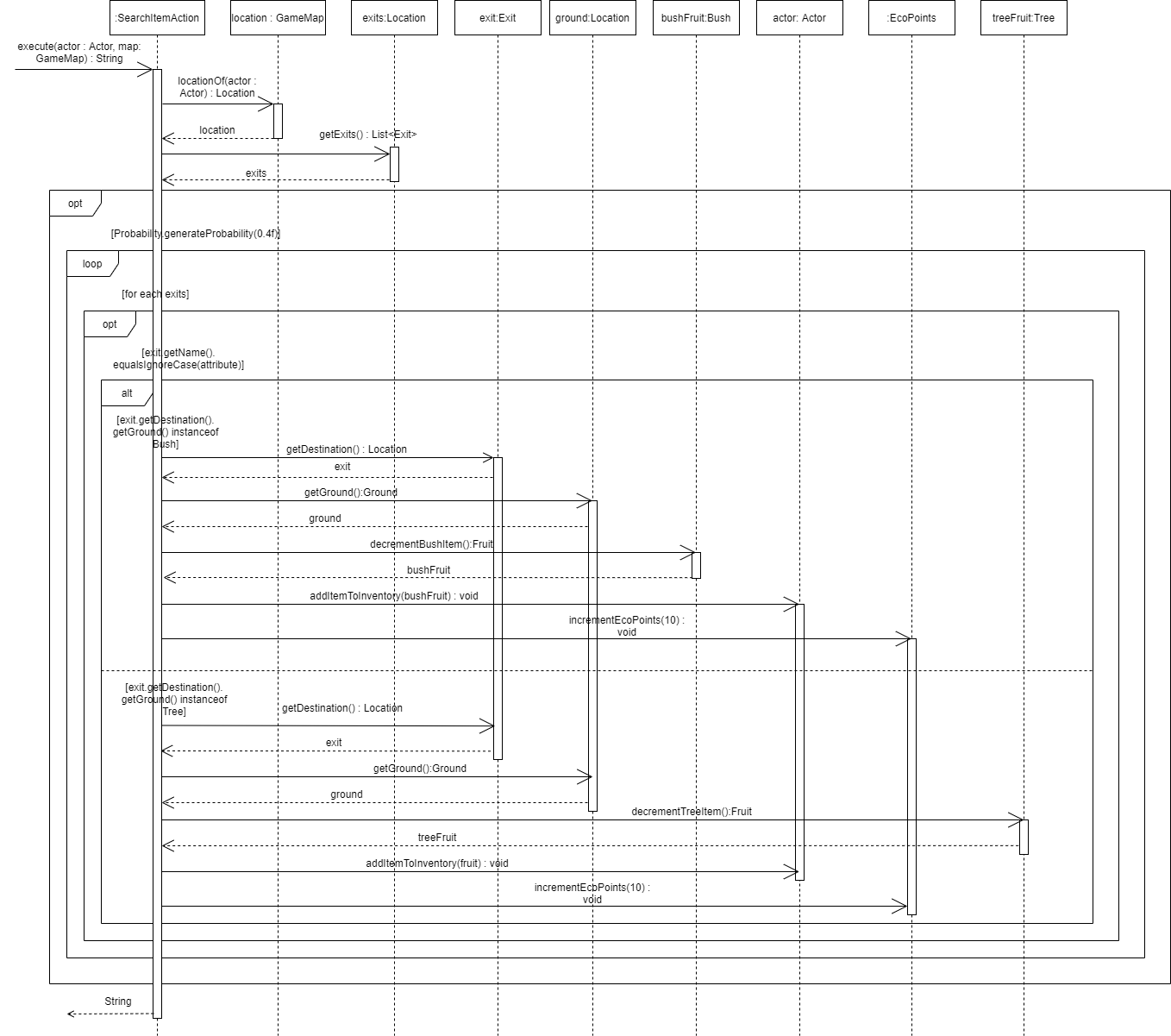


**Sequence diagram – DinoActor’s playTurn method**

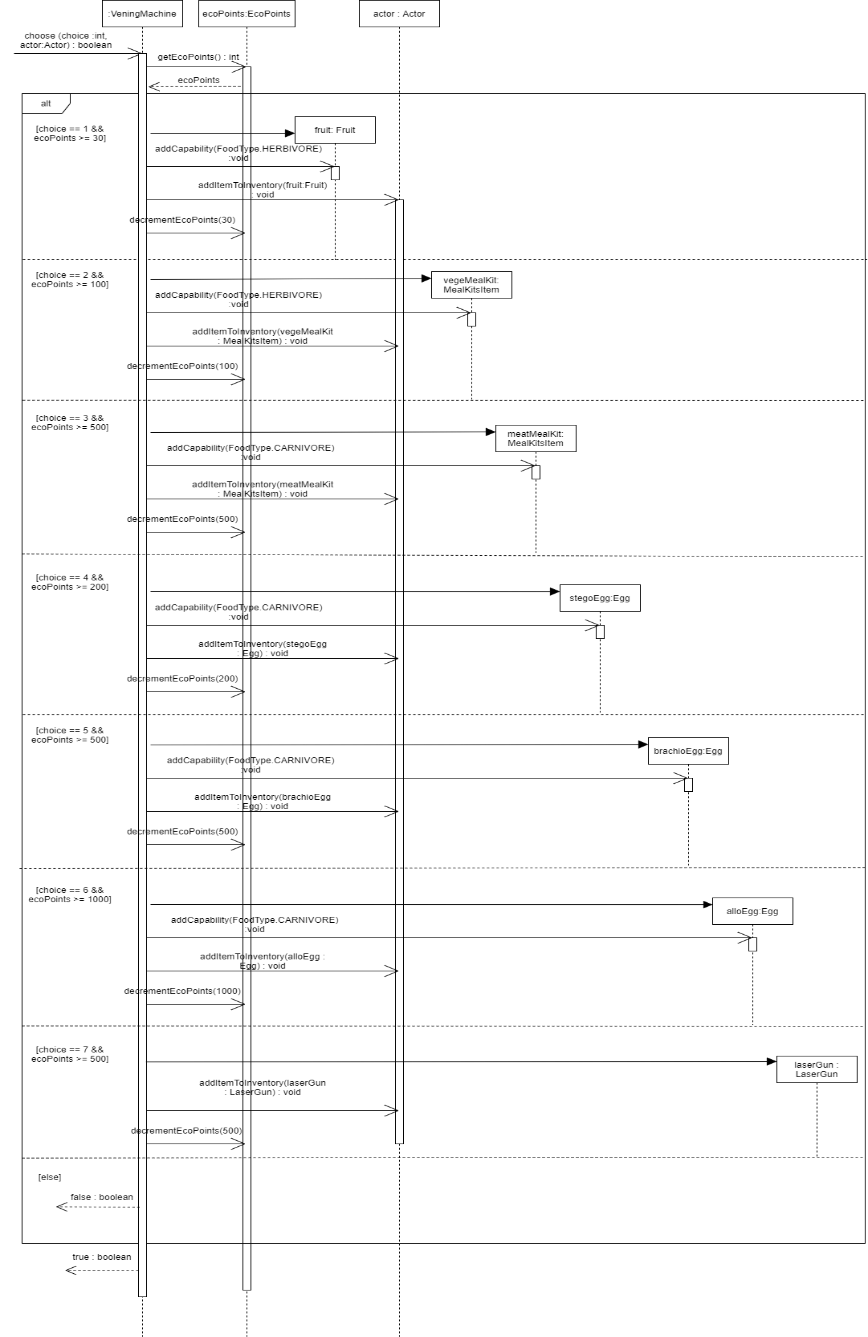
**Sequence diagram – PlayerFeedAction’s execute method**

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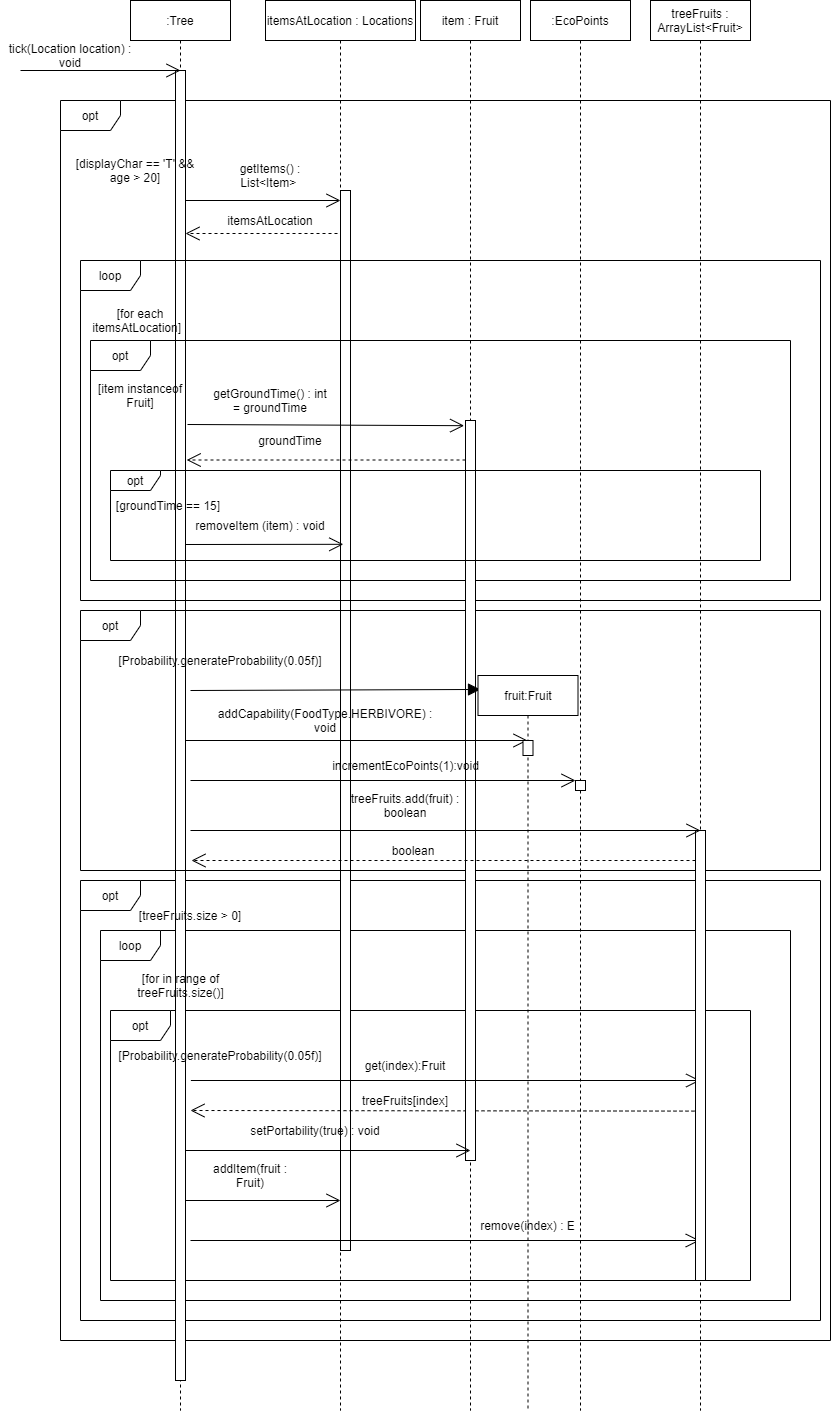
**Sequence diagram – SearchItemAction’s execute method**

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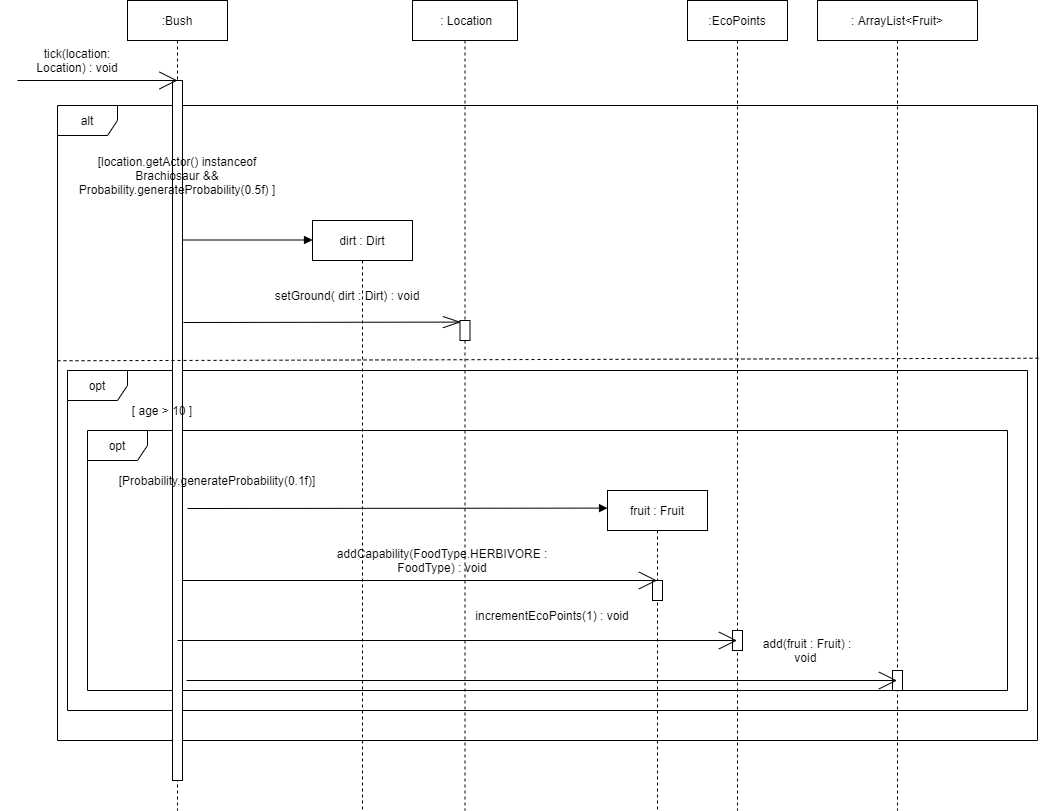
**Sequence diagram – VendingMachine’s choose method**

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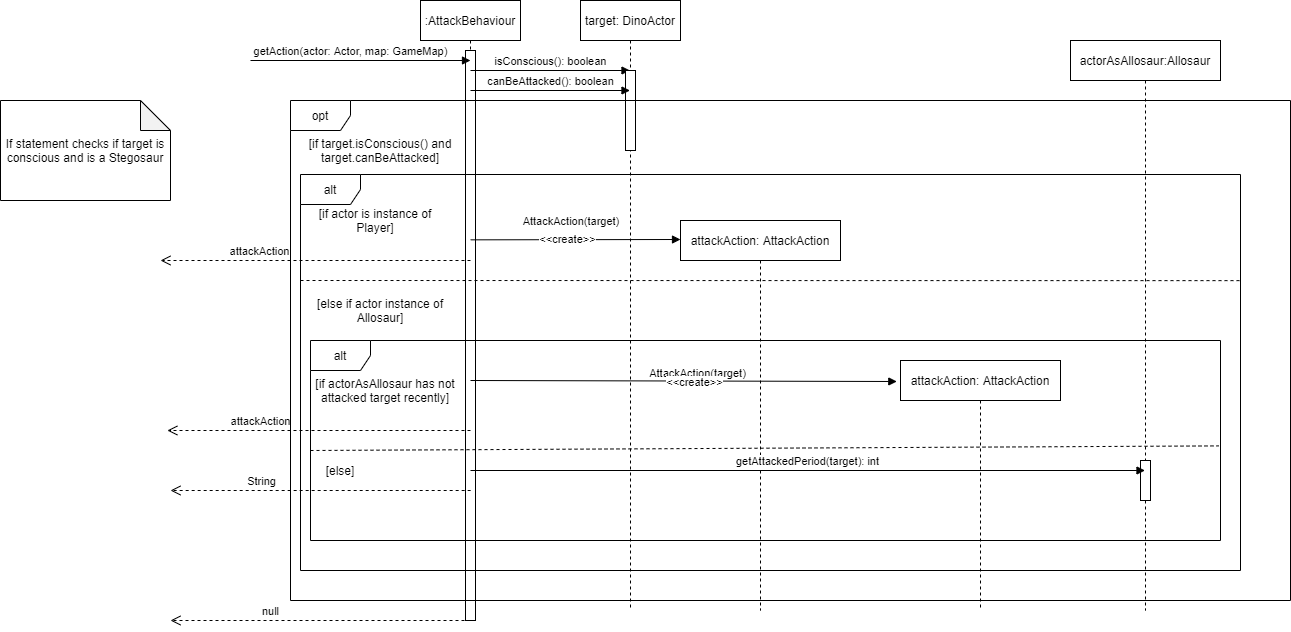
**Sequence diagram – Tree’s tick method**

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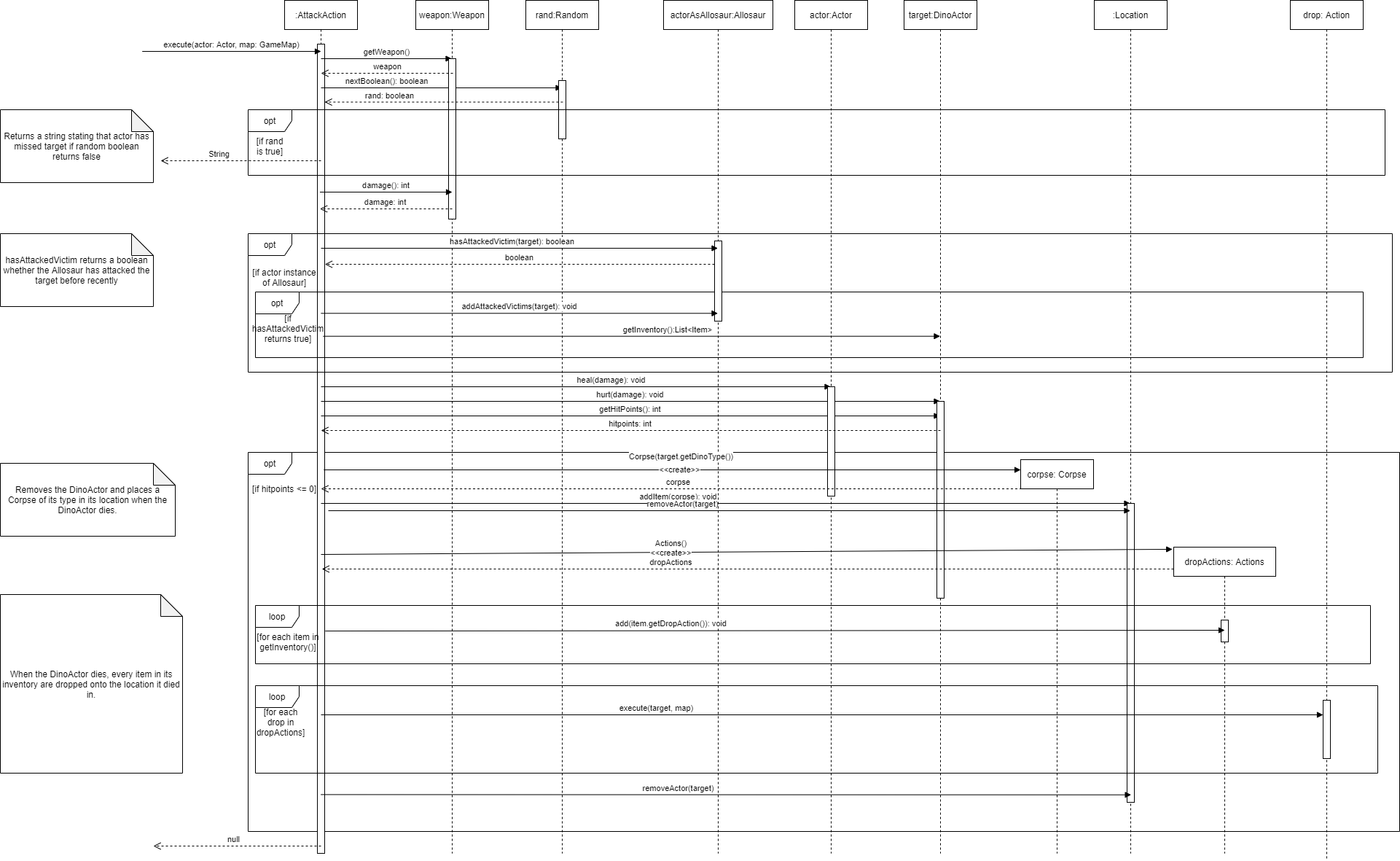
**Sequence diagram – Bush’s tick method**

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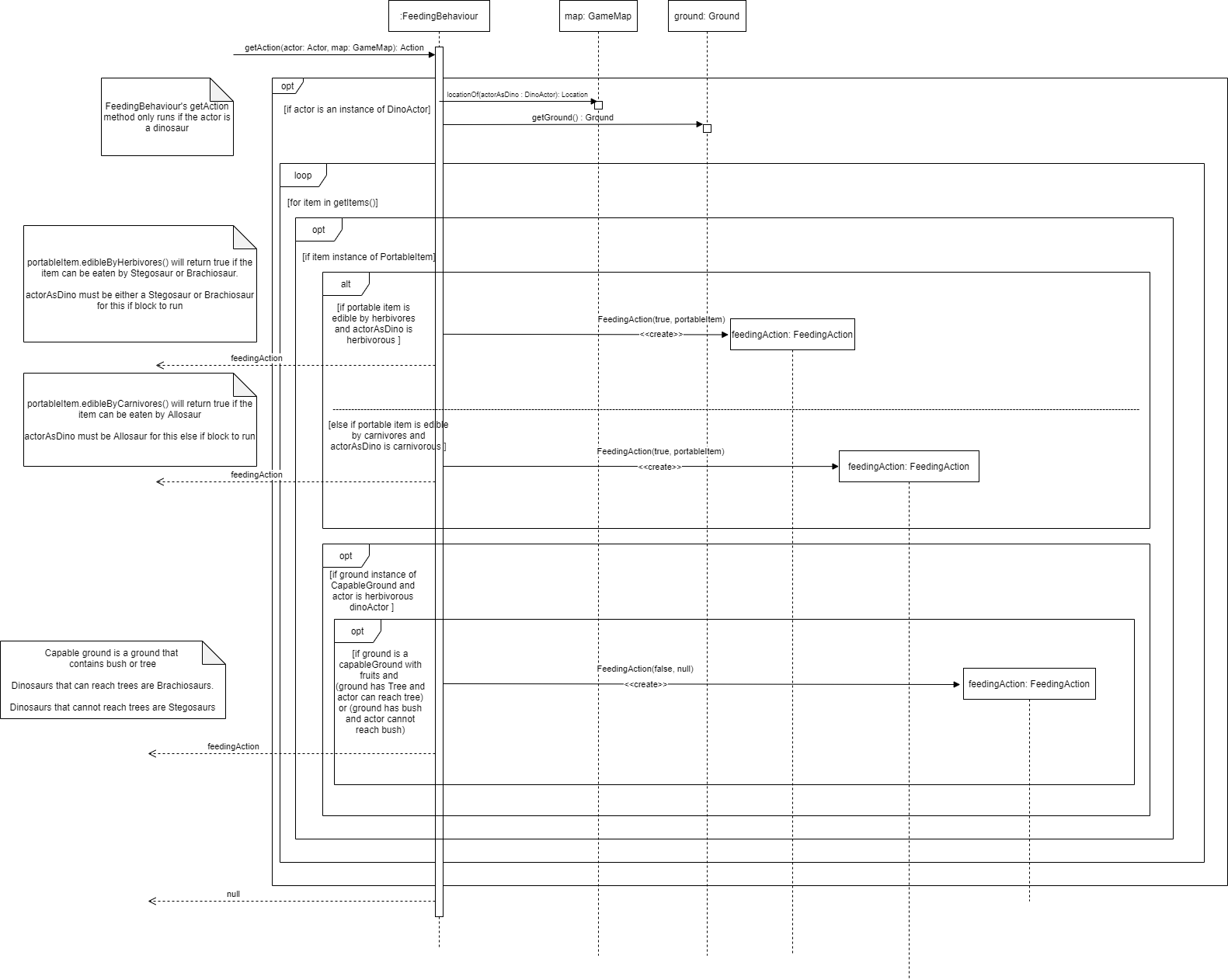
**Sequence diagram – AttackBehaviour’s getAction method**

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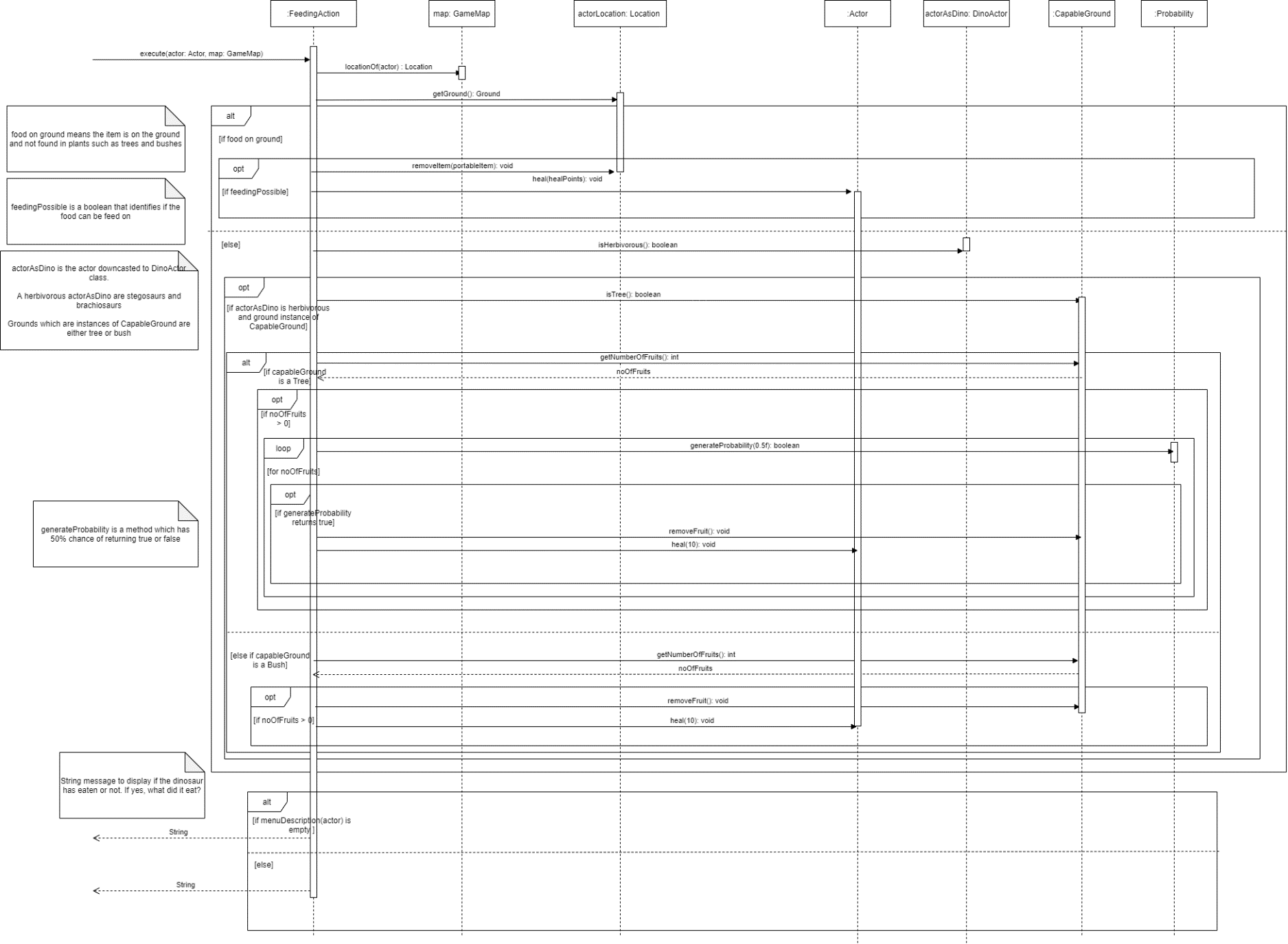
**Sequence diagram –AttackAction’s execute method**

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**Sequence diagram – FeedingBehaviour’s getAction method**

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**Sequence Diagram – FeedingAction’s execute method**

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