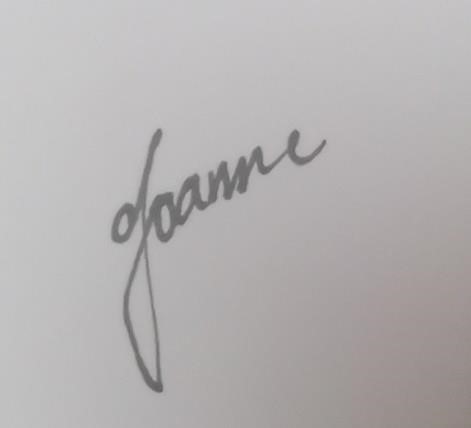
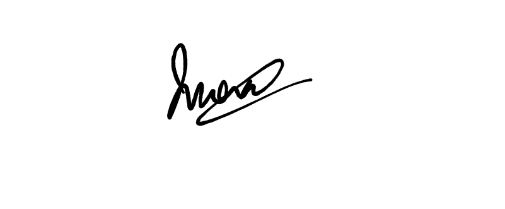
**Work Breakdown Agreement**

|  |  |  |
| --- | --- | --- |
| Item | Person in charge | Complete by |
| **(I) Class diagrams** | Joanne, Jonathan, Nelly | 20 April 2021 |
| 1. **Interaction diagrams and** 2. **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)



(Jonathan Wong Leong Shan)