DodoDex UML Doc:

<Dinosaur = Class>

+favorite food(string)

Verify the food is real

+food type(string)

Verify it is either a Carnivore, Herbivore, or Omnivore.

+display(string title, name, species, picture, health, stamina, melee, movement\_ speed, favorite food, food type)

<Food = Class>

+type(carnivore, omnivore, herbivore = string)

Verify that it is one of the following above

+display(string title, name, description, diet type, foodpoints, craftable rarity)

<Materials = Class>

+ display (title, name, description, location, weight, stackable, rarity)