**Dinosaurs**

* Stegosaur
* Allosaur
* Brachiosaur
* Capabilities attributes such as hunger, what type of dinosaur can probably be implemented using enums in capabilities
* When dead, create corpse item
* Should create carnivore and herbivore abstract class to extend into species of dinosaur
* Carnivore and herbivore should have its own behaviour on finding food, reducing repeated codes

**Dirt, Tree and Bush**

* tick() method to implement fruit growing, bush growing
* Whoever takes this works on fruit as well

**Behaviours:**

**Hunger**

* Check hunger attribute
* Run new custom behaviour to get action to do turn

**Breeding**

* Check hunger attribute
* Run new custom behaviour to get action to do turn

**Player related actions**

* Feed action, interact with vending machine

**Item / Misc section**

* Corpse
* Fruit
* Egg
* **Whatever else the vending machine requires**
* Vending Machine as ground (probably, can be an item too?)

**Vending machine**

* Static attribute and method to keep track of eco points
* Look into actions and stuff to create interact with vending machine
* Probably has a menu() method to ask player what to do
* Should accept probably player (enum maybe)

**Ng Yu Kang:**

Will be working on designing and testing Dinosaurs, Dirt, Tree and Bush

Designing should be done before the deadline of Assignment 1

Implementation and testing should be done before the deadline of Assignment 2

**Lin Chen Xiang:**

Will work on Hunger, Breeding and PlayerActions:

Designed by deadline of Assignment1

Implemented and tested by deadline of Assignment 2

**Amos Leong Zheng Khang:**

Will work on the Item/ Misc section and the Vending Machine.  
Designing to be done before deadline of Assignment 1

Implementation to be done before deadline of Assignment 2

I agree to the split of work as stated above

Ng Yu Kang: I accept this WBA.

Amos Leong Zheng Khang: I accept this WBA.

Lin Chen Xiang: