**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: I accept this WBA.

**Assignment 3 WBA:**

**Ng Yu Kang**

Will be working on:

Lakes, water and rain

Thirsty dinosaur in dinosaur abstract class (its stats)

Potentially editing Dinosaur abstract class for Pterodactyls

Potentially helping Chen Xiang on Second map

New JurassicWorld class to implement rain, general framework to be used by Amos

Jointly writing recommendation with everyone

**Lin Chen Xiang**

Will be working on:

Pterodactyls

Updating Breeding Behaviour for flying dinosaurs

Creating a thirst behaviour to allow dinosaurs to quench their thirst

Updating corpse for Pterodactyls

Updating EatPreyAction and various things related to it

Second map

Jointly writing recommendation with everyone

**Amos Leong Zheng Khang**

Will be working on:

A more sophisticated game driver: Everything related to it

Jointly writing recommendation with everyone

I agree to the split of work as stated above

Ng Yu Kang: I accept this WBA.

Amos Leong Zheng Khang:

Lin Chen Xiang: