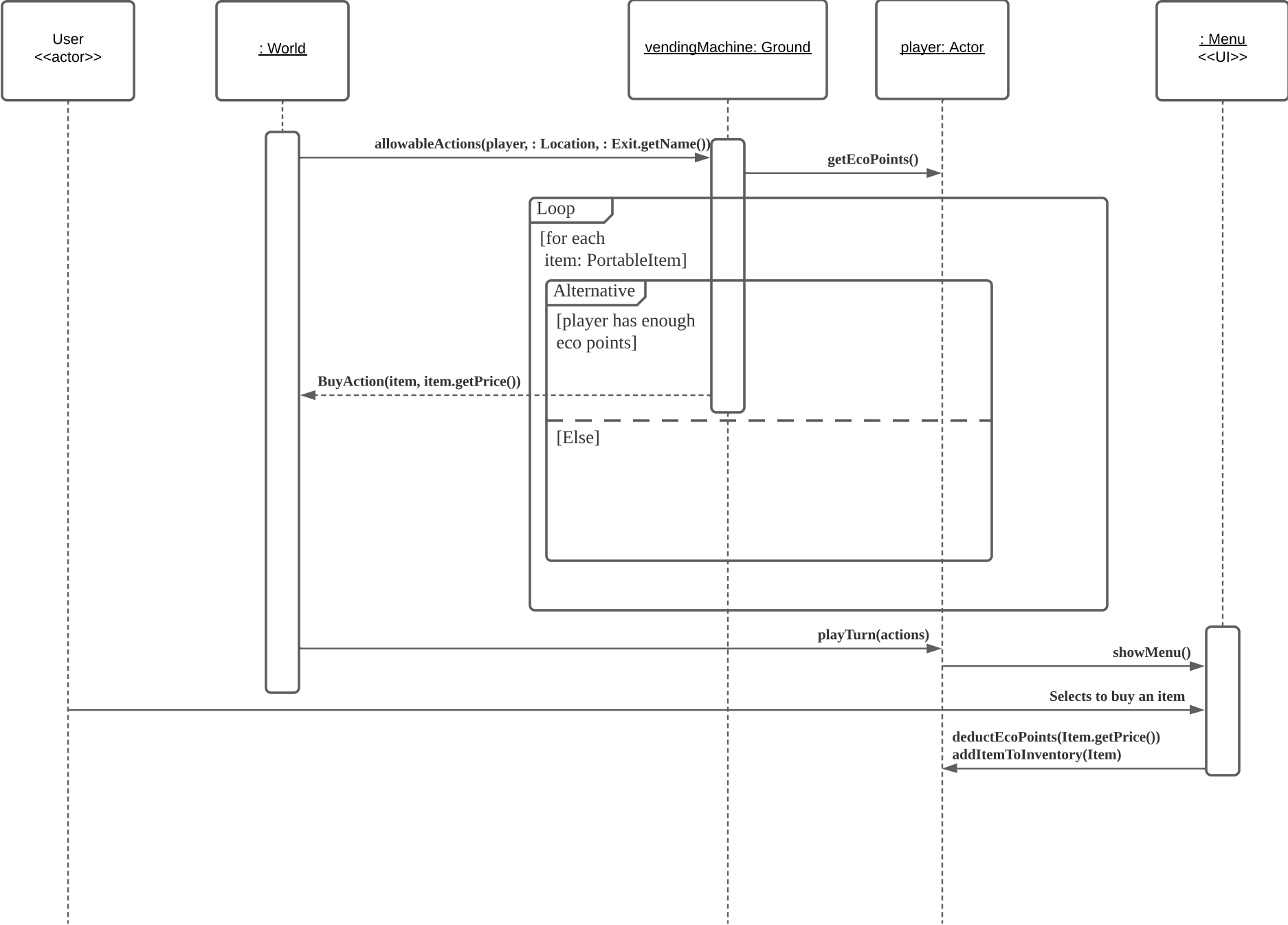
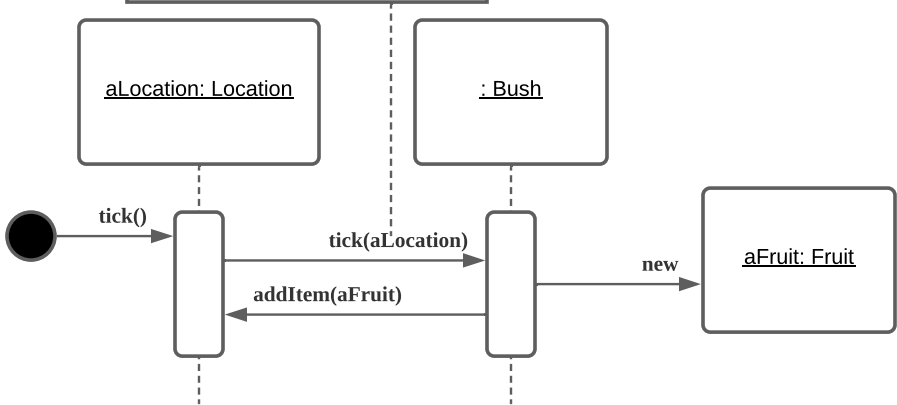


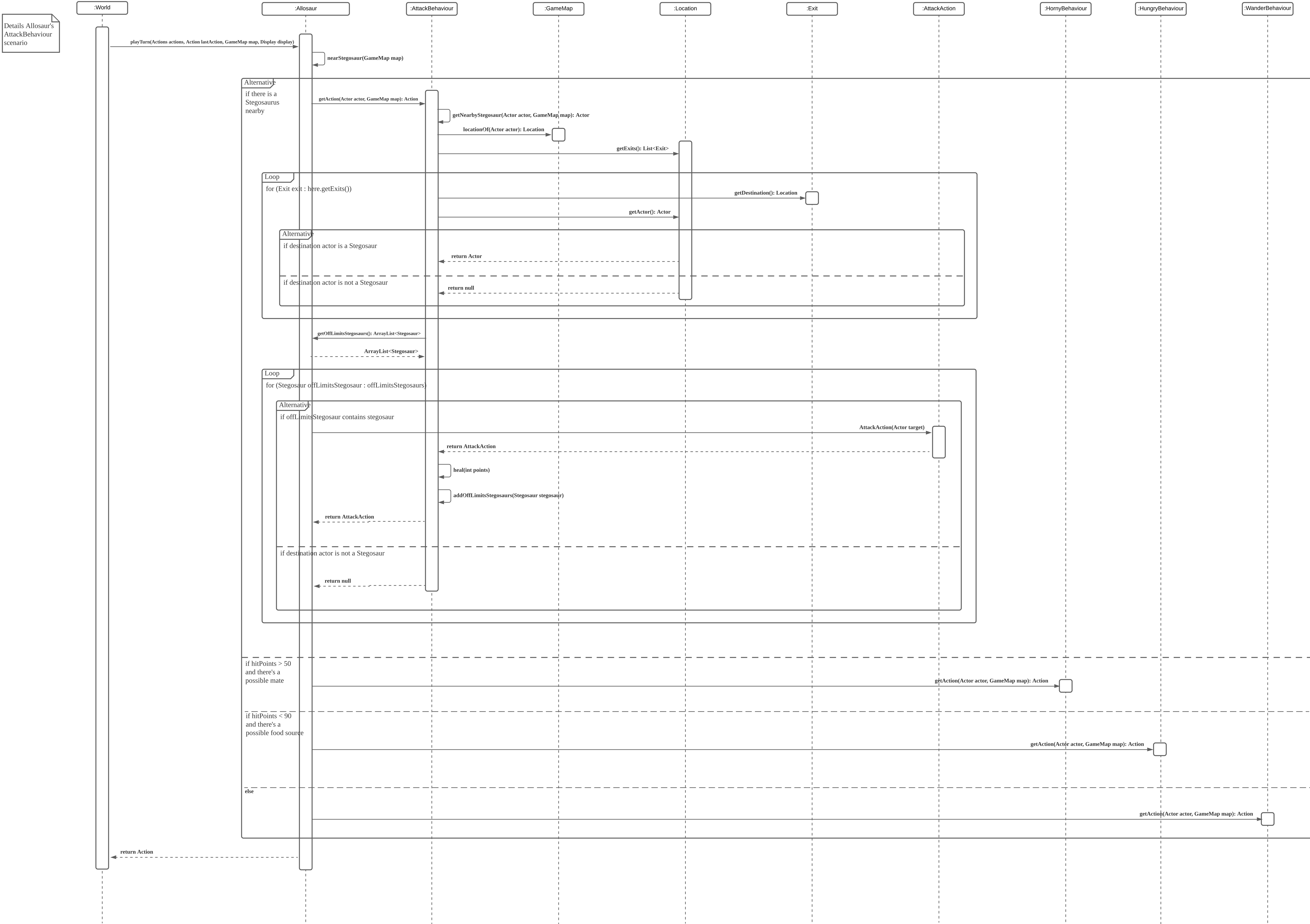
Player is next to a vending machine and buys an item



Bush produces and drops a fruit
(The process with a Tree is the same, just using different probabilities)

Note: tick(aLocation) has a percentage chance to cause its Bush object to produce a fruit and another percentage chance for it to drop one. We assume here that it does both





Details Stegosaur
HungryBehaviour
scenario

