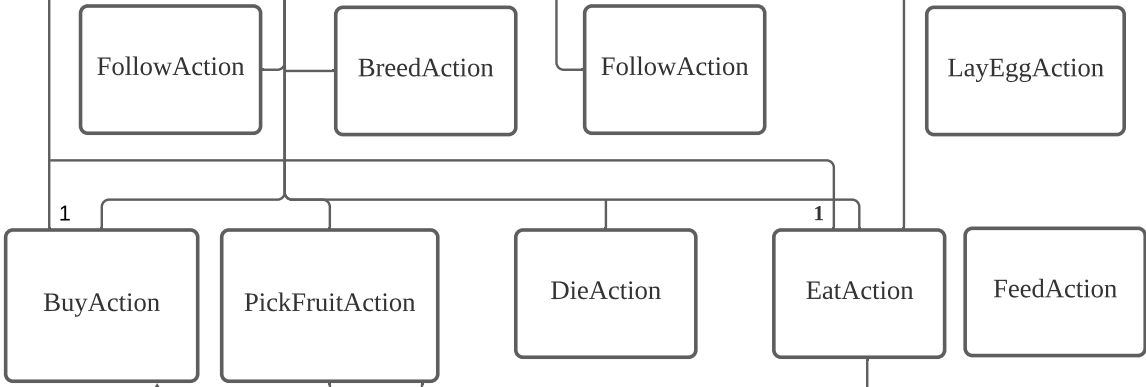


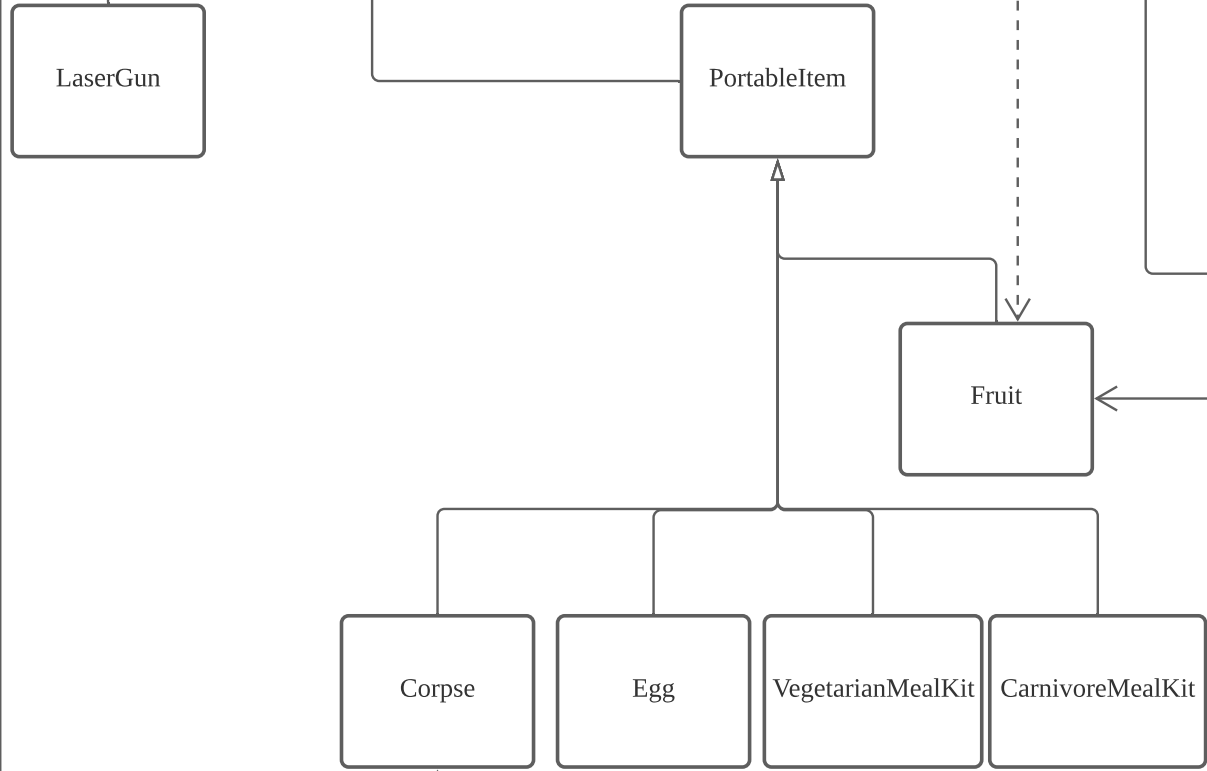
engine



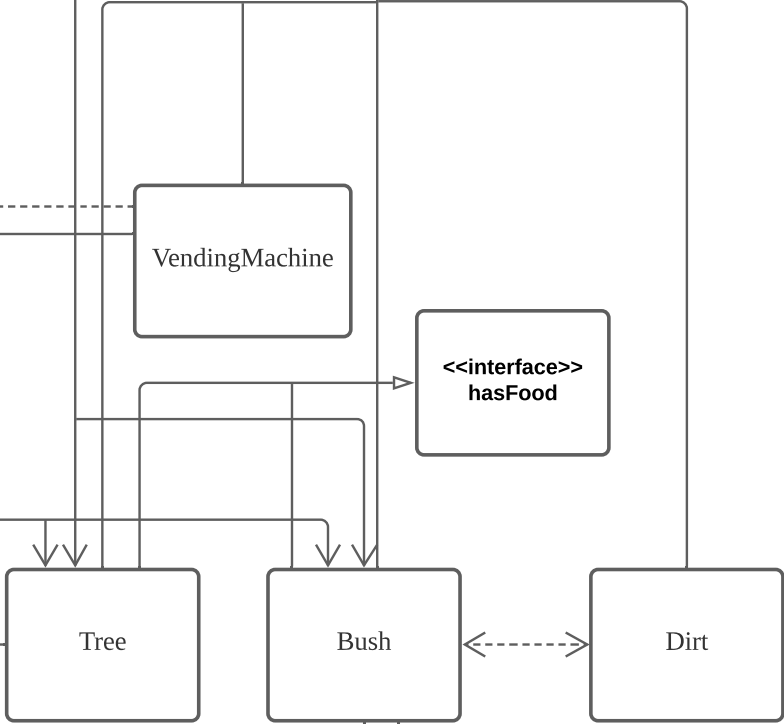
game.actions



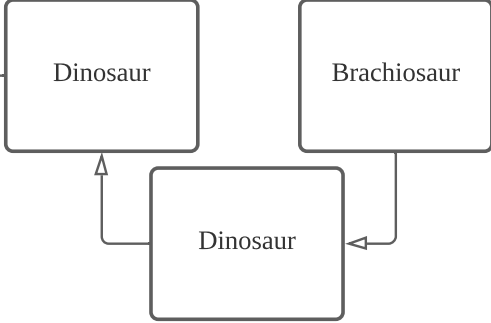
game.items



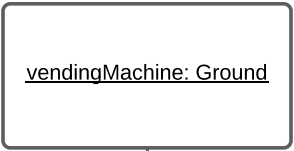
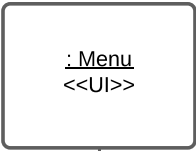
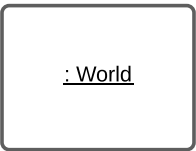
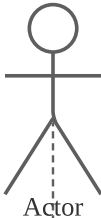
game.grounds



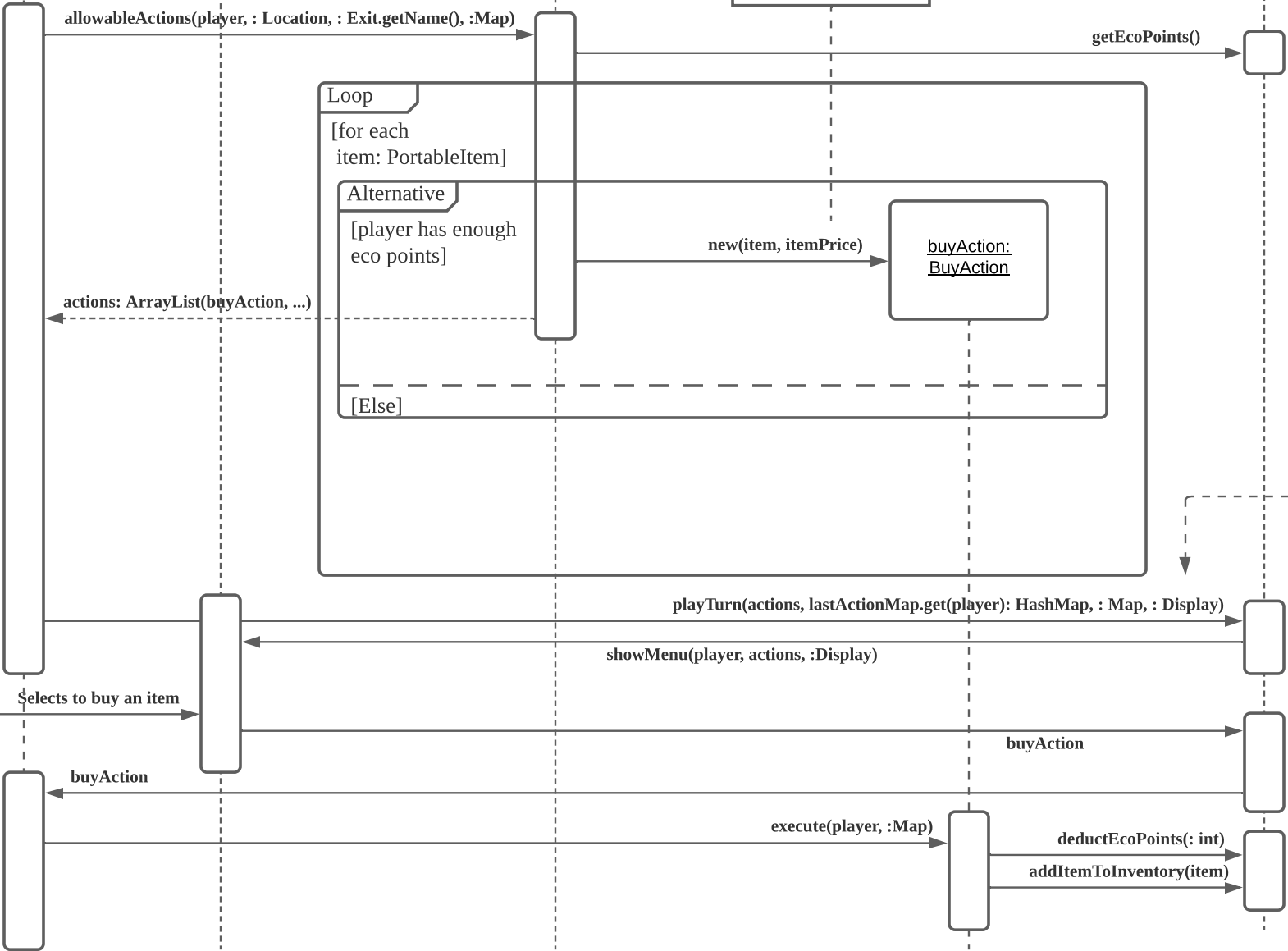
game.dinosaurs



Player is next to a vending machine and buys an item



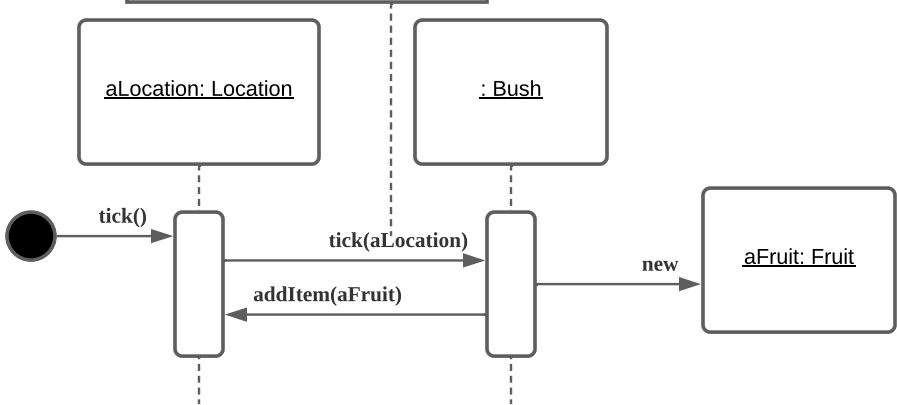
itemPrice is stored as a value in a Map in vendingMachine, with item as the key



We're assuming the last Action doesn't carry over into this turn

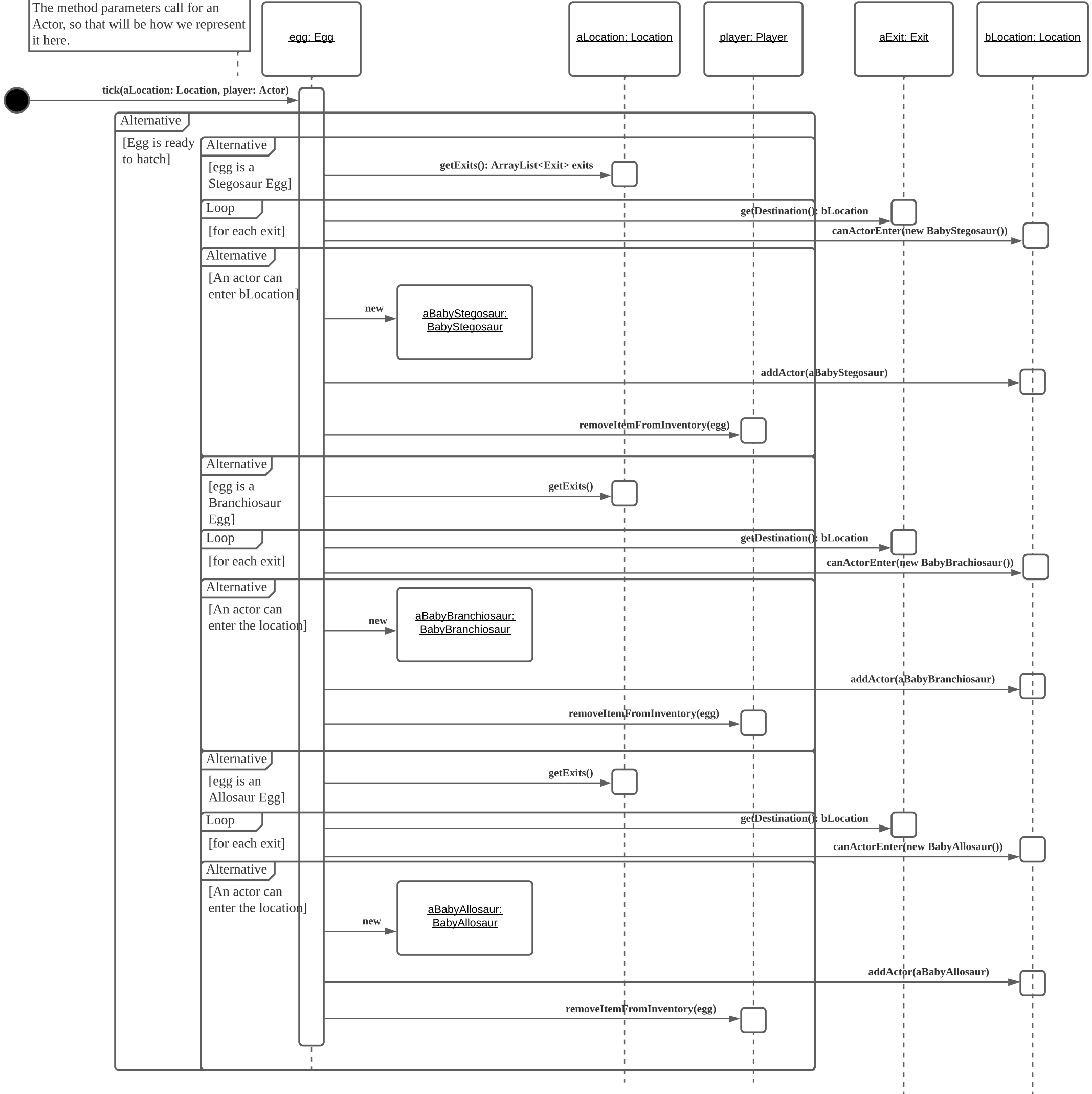
Bush produces and drops a fruit  
(The process with a Tree is the same, just using different probabilities)

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

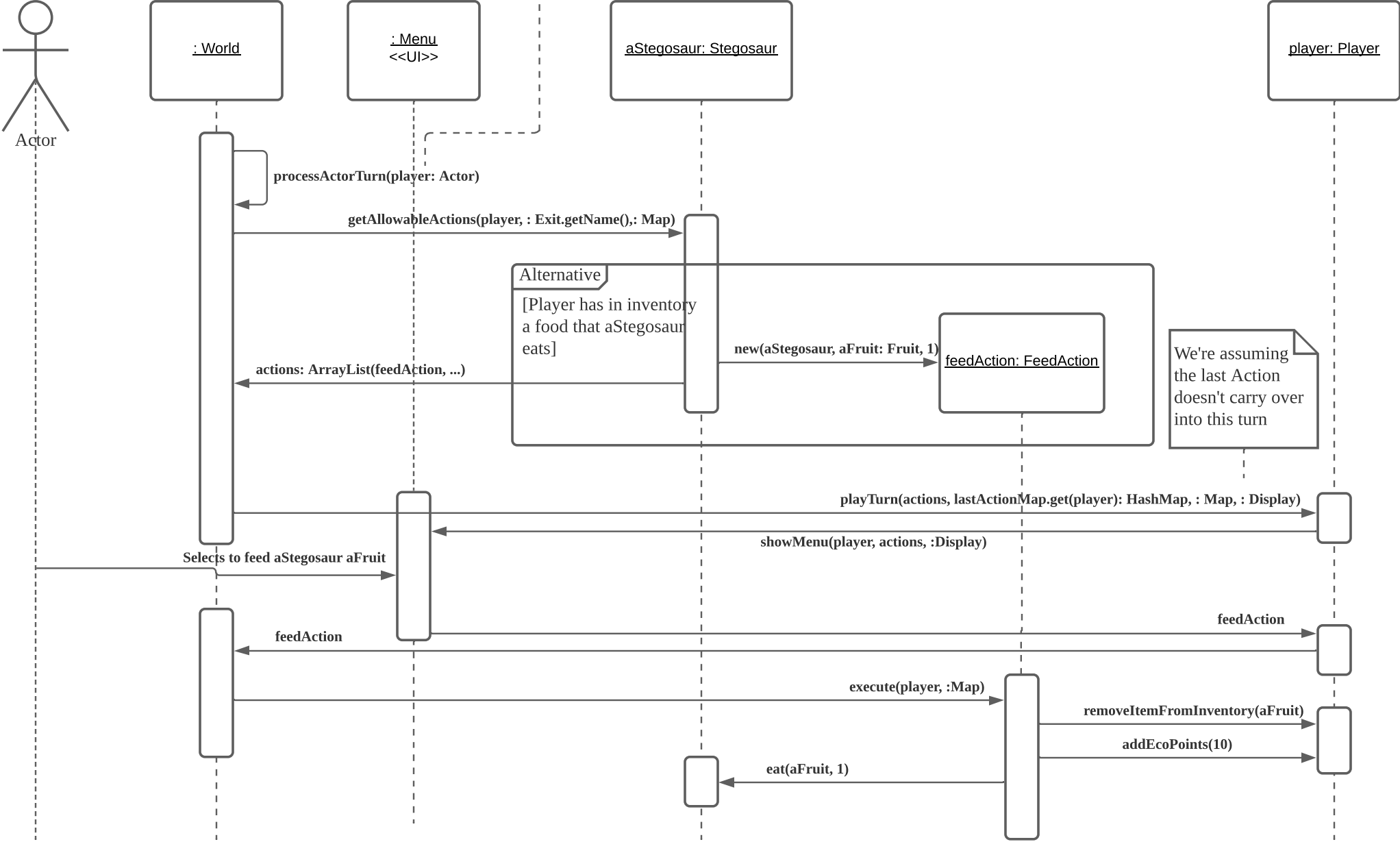


Process for a stegosaur egg in the player's inventory hatching. (Process for an egg on the ground is largely the same except for the : Egg.tick() method called.

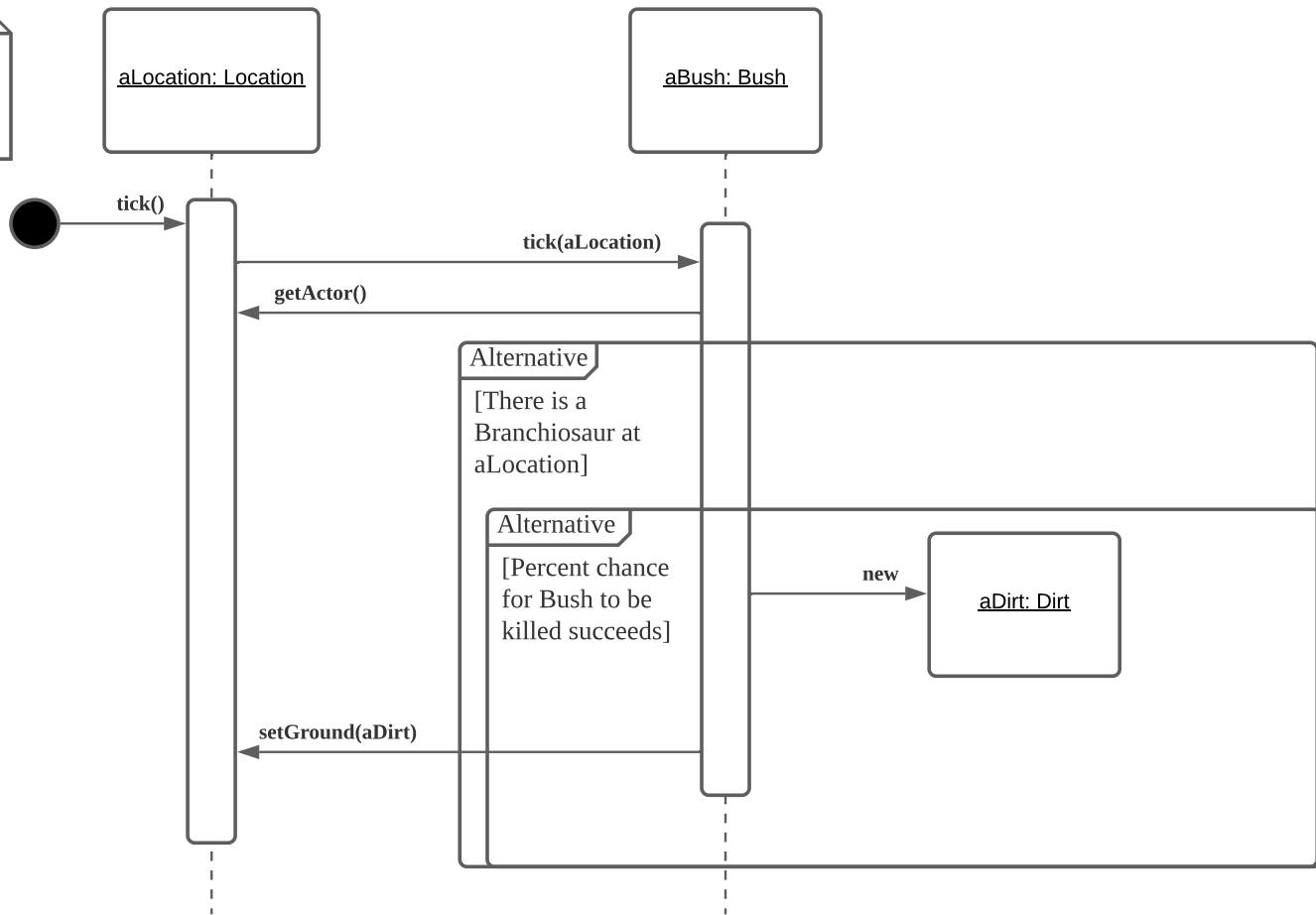
Player is an instance of the Player class, which extends the Actor class. The method parameters call for an Actor, so that will be how we represent it here.



The player feeds a stegosaur a Fruit. Process is the same if the player has a Vegetarian MealKit. This diagram ignores all other processes and Action returns (such as the other Actions returned if the player doesn't have a Fruit or Vegetarian MealKit)

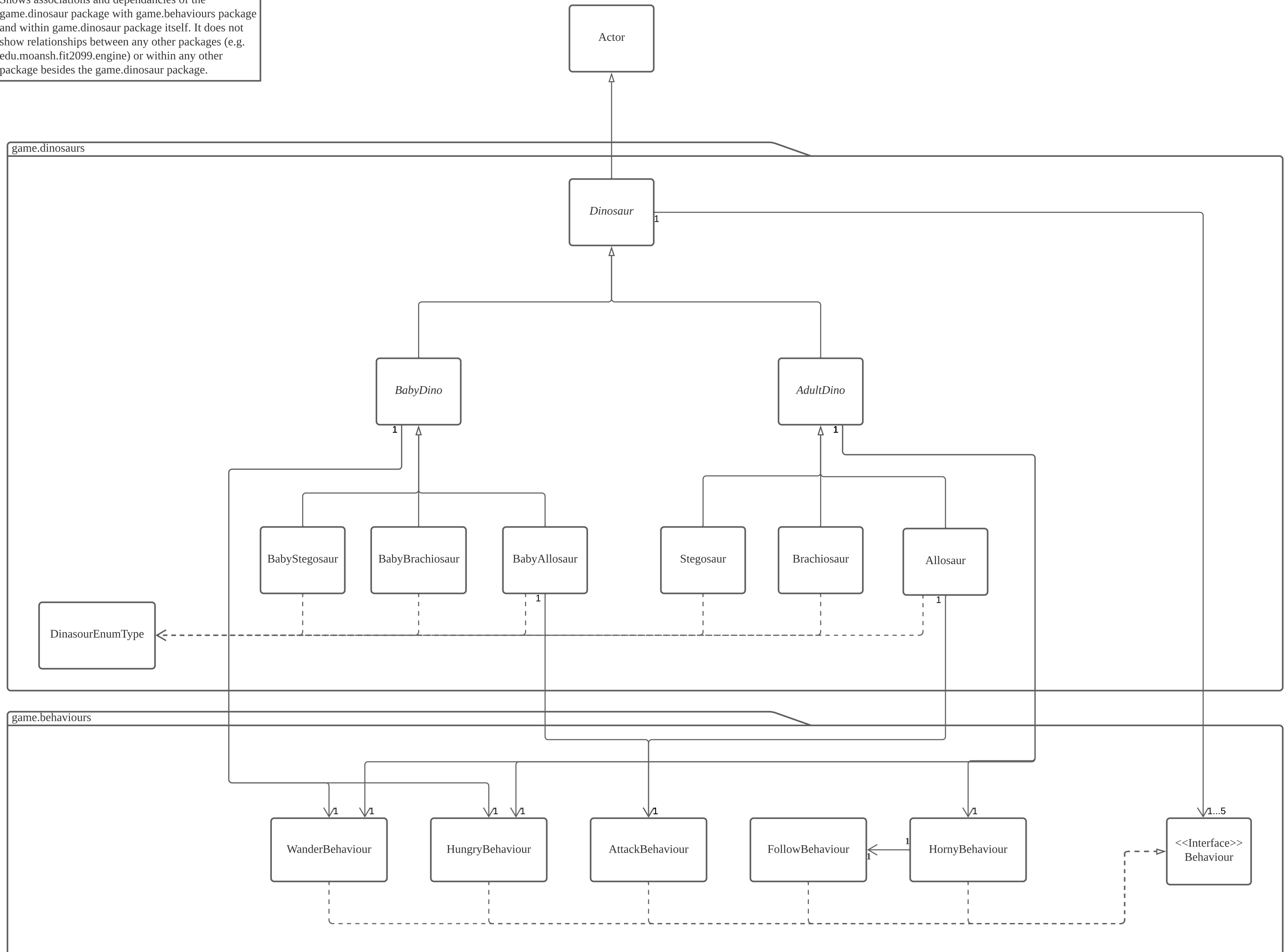


A Bush gets killed  
by a Branchiosaur  
and is replaced with  
Dirt



### Class Diagram - Dinosaur and Behaviour

Shows associations and dependancies of the game.dinosaur package with game.behaviours package and within game.dinosaur package itself. It does not show relationships between any other packages (e.g. edu.moansh.fit2099.engine) or within any other package besides the game.dinosaur package.



**Class Diagram - Behaviours**

Shows associations and dependancies of the game.behaviour package excluding relationships with game.dinosaur (see Class Diagram - Dinosaur and Behaviours). It does not show relationships between it and game.dinosaur or relationships within any other package besides game.behaviour.

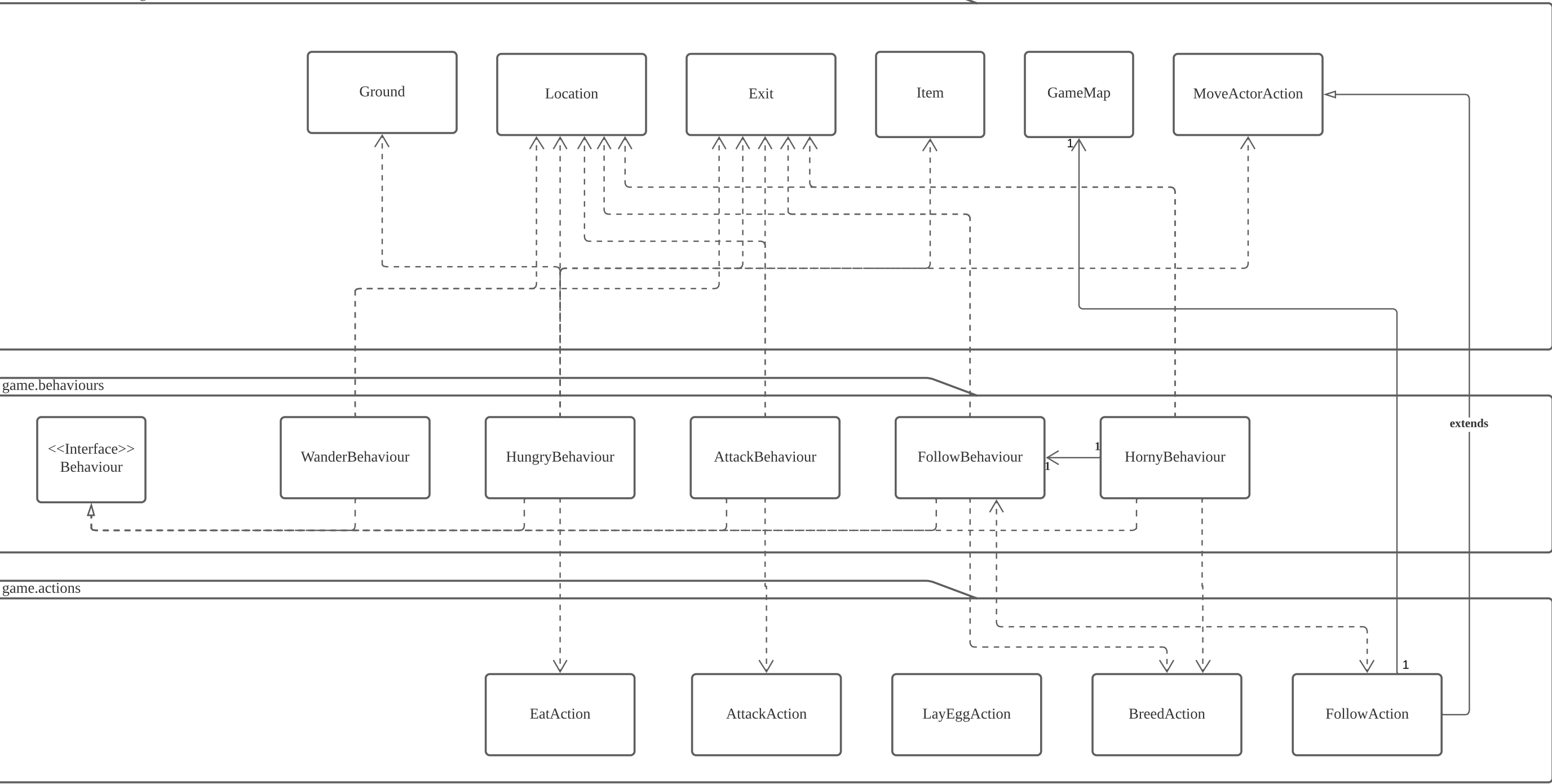
edu.monash.fit2099.engine



game.behaviours



game.actions

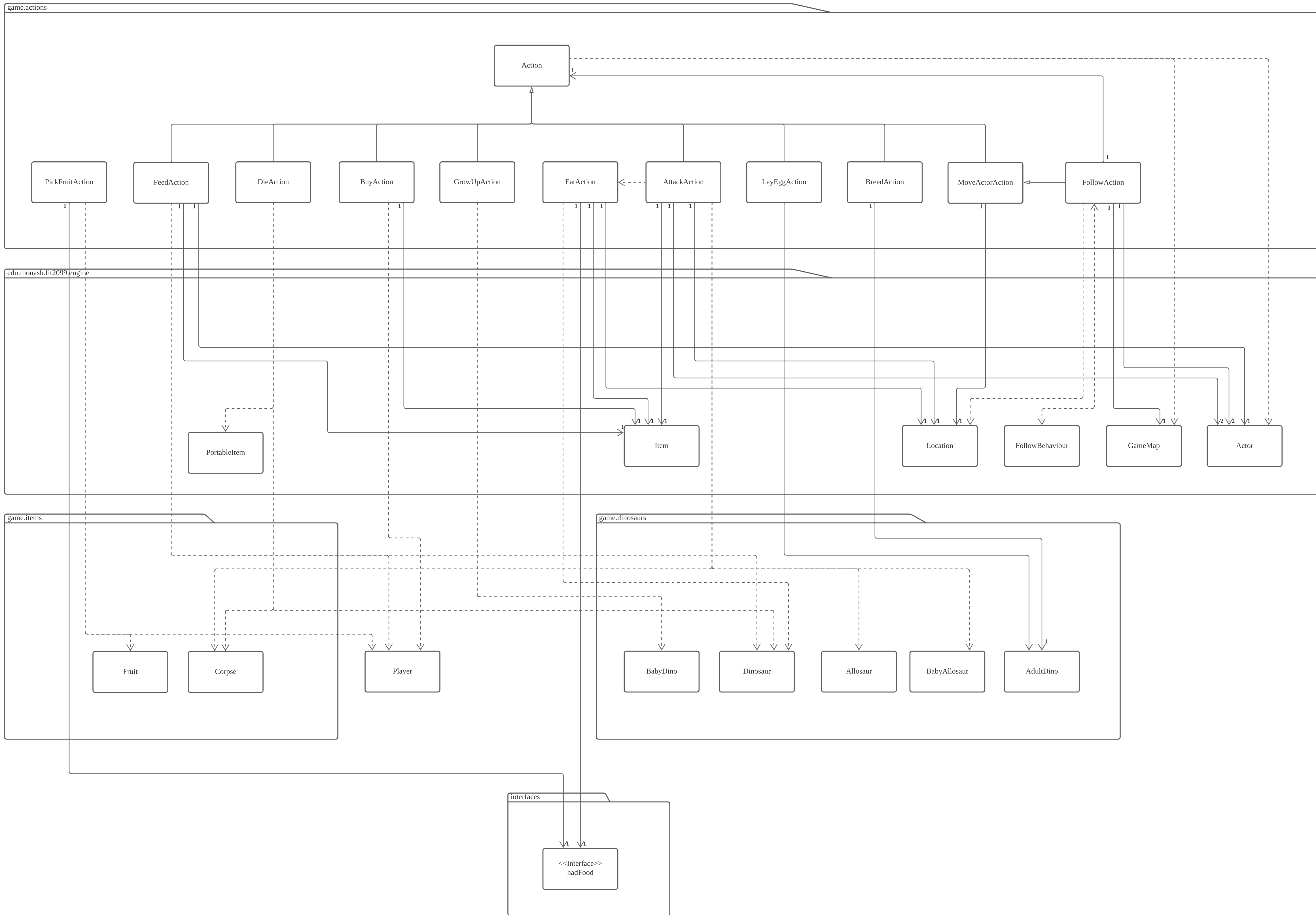




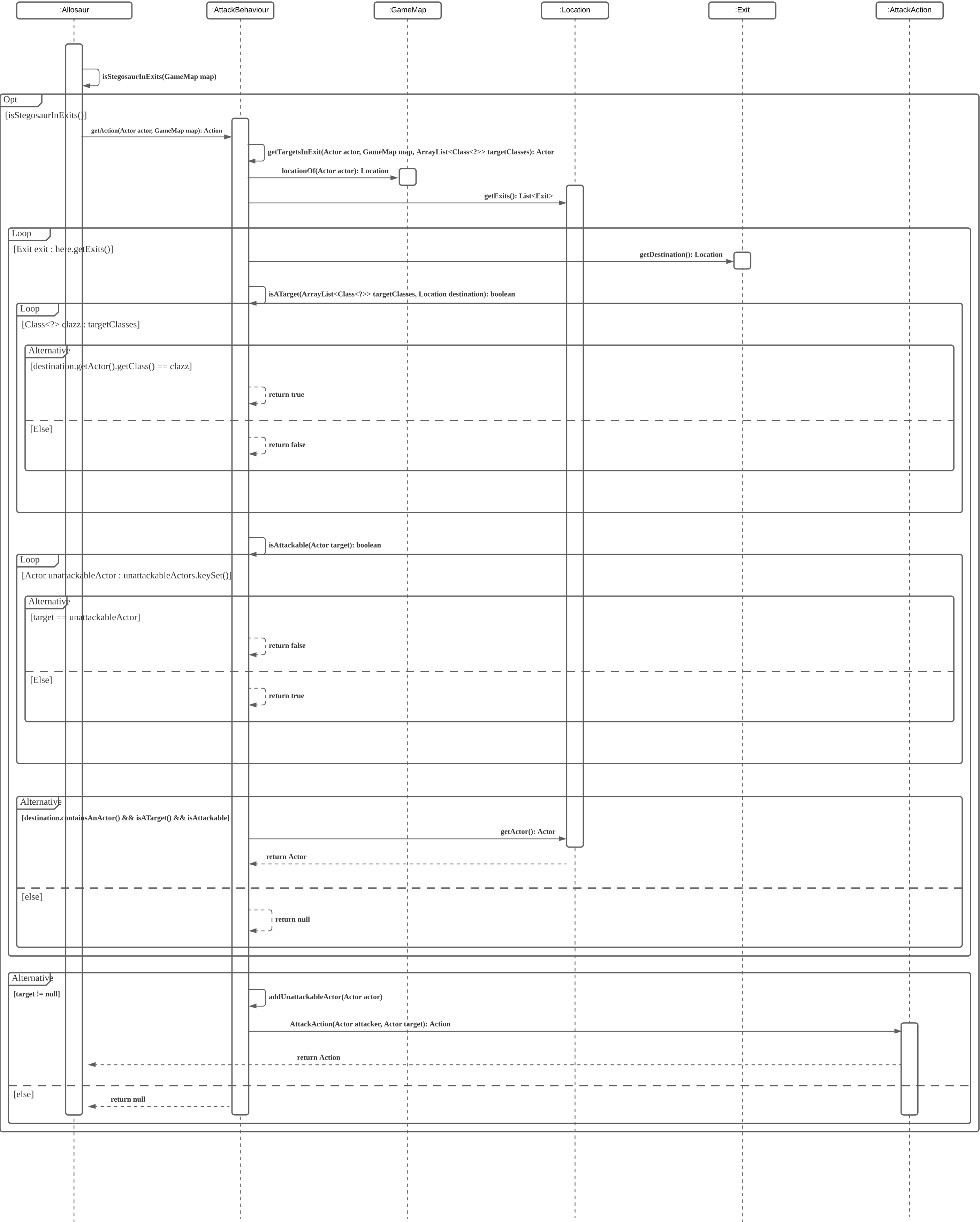
**Class Diagram - Actions**

Shows associations and dependancies of the game.actions package. It does not show relationships within other packages.

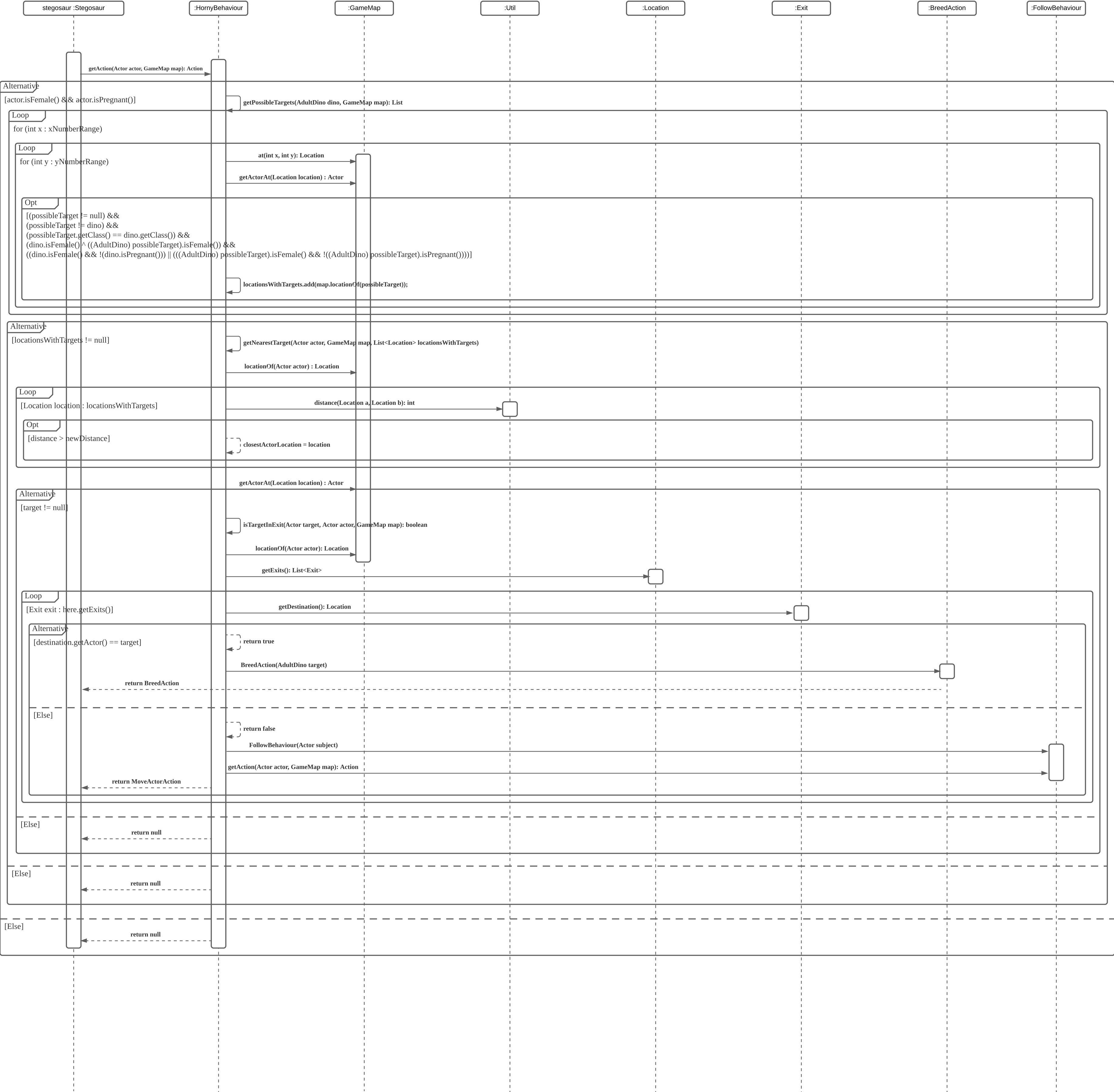
Shows associations and dependancies of the game.actions package. It does not show relationships within other packages.



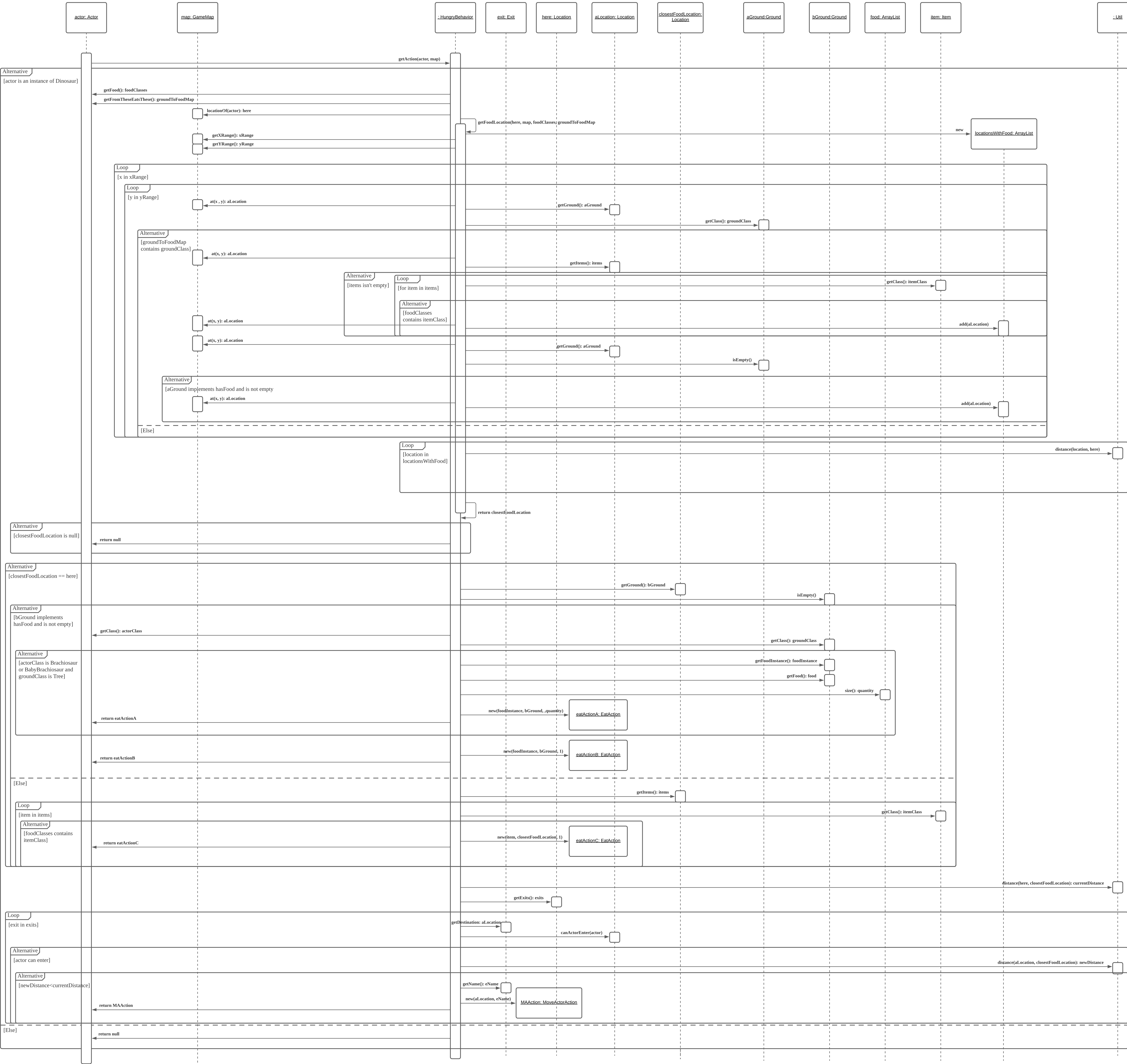
Details Allosaur's  
AttackBehaviour  
scenario



Details Stegosaur  
HornyBehaviour  
scenario



Details an instance of HungryBehavior being called by an actor



Details an instance of DieAction's execute method being called

