Protoceratops Food Behaviour
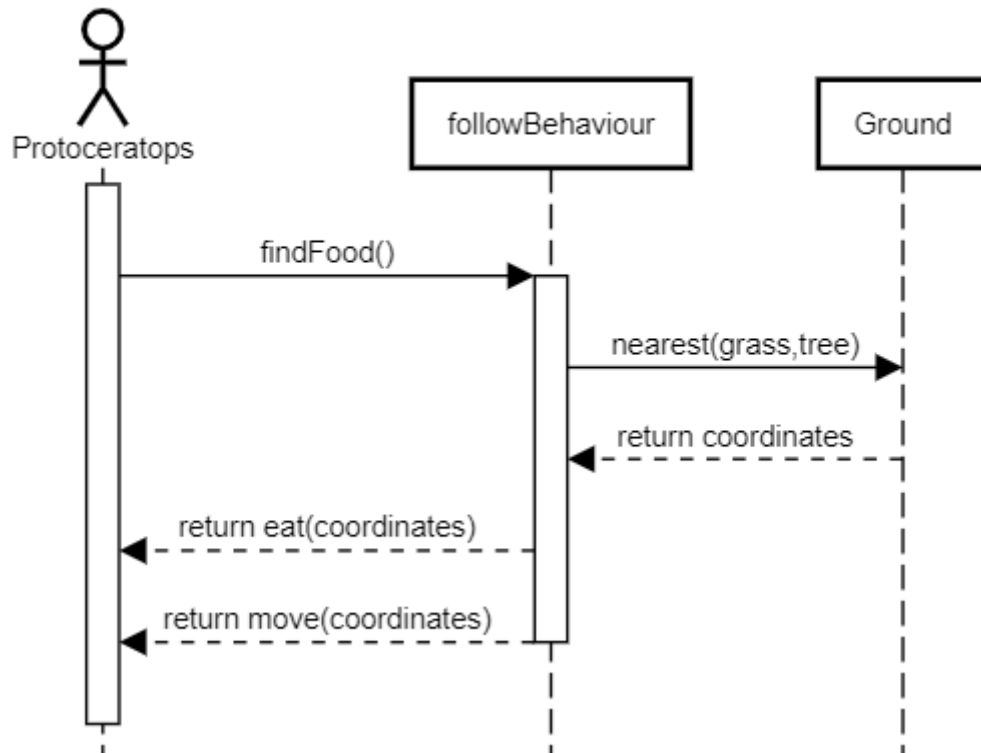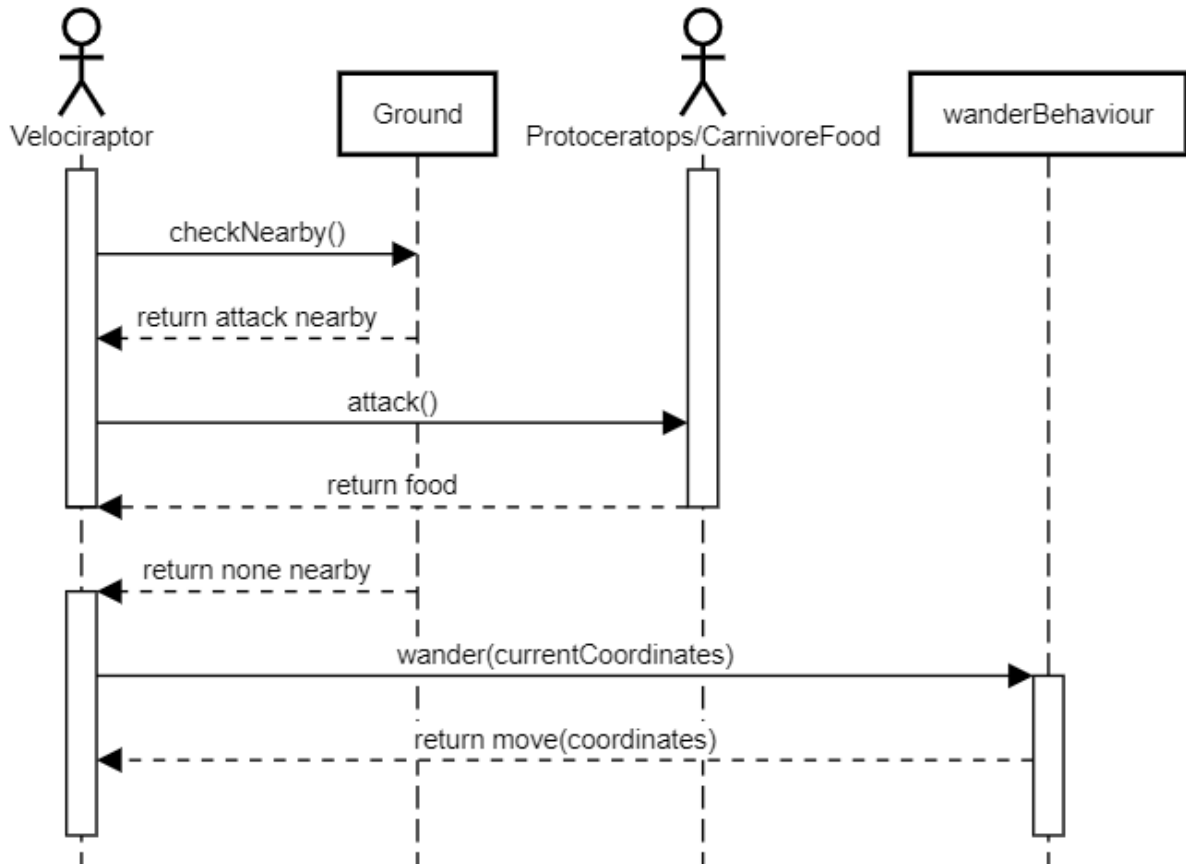

This sequence diagram displays the flow of a Protoceratops when its hunger value drops to a point where initiates the hungry method. It involves finding the nearest food through the followBehaviour class(participant) and either consuming that food or moving towards it.

Velociraptor Food Behaviour

This sequence diagram displays the flow of a Velociraptor when its hunger value drops to a point where it initiates the hungry method. It will then check for nearby food, such as a Protoceratops or CarnivoreFood. It will then call the attack method which kills and eats Protoceratops or just eats CarnivoreFood/Corpses. If there is no food nearby the Velociraptor wanders for this turn.

Player Shop Interaction Flow
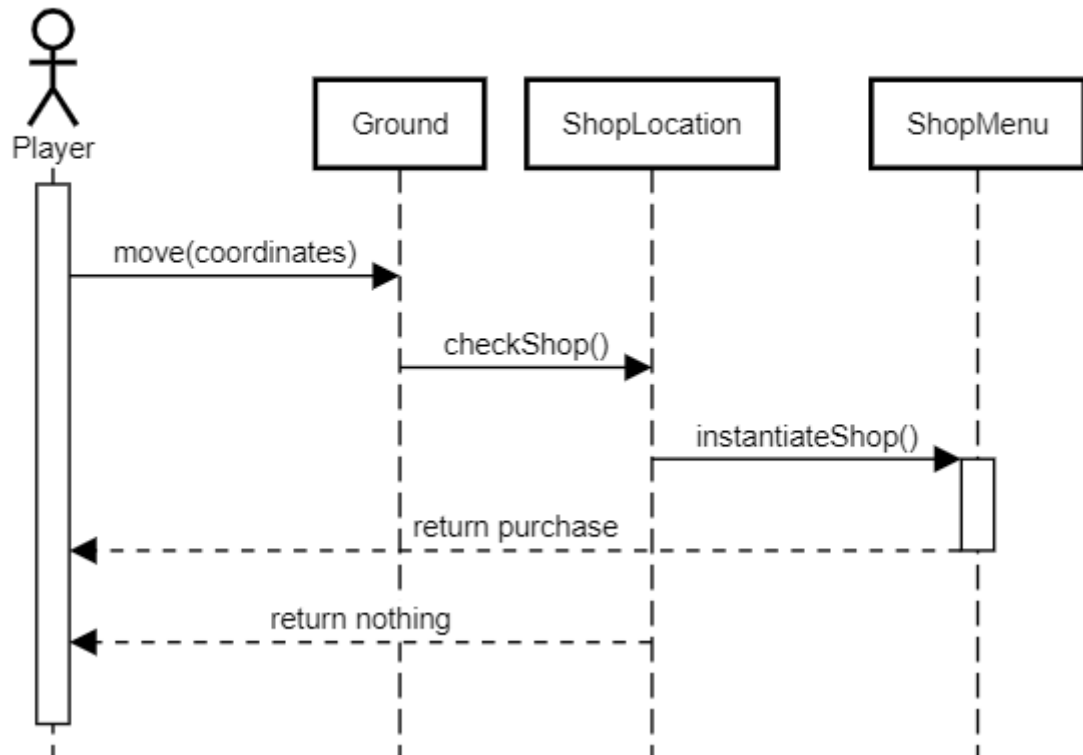
This diagram shows the flow of a Player moving into the Shop Location (and thereby interacting with it) on a given turn. The player's location is checked versus the ShopLocation, and if the Player is inside the shop it instantiates the ShopMenu where the player can choose to make a purchase. If the Player is not inside the Shop, the Shop does not open.