playTurn(Actions,Action,map,display) :Action :Fruit :Dinosaur Stegosaur Egg Exit :FollowDinsoaur WanderBehaviour :FruitStatus :eggof BreedingState :Stegosaur Corpse :FollowFoodSource FoodSource:Bush FoodSource:Tree thisLocation:Location thisLocation.getGround() ground is Bush] getFruits() getFruits() getStatus uits.hasCapability(Fruit Status.Dropped) True thisLocation.removeItem(fruits) tree.remove(fruits) getGender() getGender()= female getStatus() [if !(has(pability(BreedingState.Pregnant)] Loor
[for Exit xit thisLocation.getExits()] exit.getDestination() [if exit | ation.containsAnActor()] [if act is male Stegosaur] ---setPregnantCount(0) addCapability(BreedingState.Pregnant) incrementPregnantCount() getPregnantCount() new getStatus() egg.hasCapability(eggof.Stegosaur) thisLocation.addItem(egg) setUnconciousTurns(0) hitPoints>50) [else if hitpoints<9 |) getAction() getAction() increment UnconsciousTurns() get Unconsious Turns() [if get Unconscic Tutns==2

1.breeding is same

1.Feeding is same like their parents 2.they cannot breed 3.Upon certain age, can become adult Allosaurs

1.breeding is same 2.feeding is same 3.Can attack other dinosaurs

2.brachiosaur can step on bush 3.Feeding is same Baby Dinosaurs

