Player:Actor	Dinosaur:Actor	:FollowBehaviour	:HungryBehaviour	:BreedingBehaviour	:LayEggBehaviour	:DeathBehaviour	:WanderBehaviour	:GrowingBehaviour

This is a sequence diagram of the relationship between a Dinosaur actor to all the behaviours that the dinosaur has, these behaviours are the factories for the actions of the dinosaur and will be used to make the dinosaur do its required action. These will be checked at every turn of the dinosaurs lifespan.

Alternative
[[If NOT (FoodpointsEnoughForBreeding) || isABaby]]

  Alternative
  [If Dinosaur is a baby]
    grows()

feedDinosaur

heal(points):void

  Alternative
  [If dinosaurIsCarnivore]
    isHungry():boolean

    Alternative
    [If successfullyEats]
      prey(target):void
      heal(points):void

    [Else If doesNotEat]
      dies()

  [Else If dinosaurIsHerbivore]

    findFood()

    heal(points):void

[Else]

findingPartner()

  Alternative
  [If partnerOppositeGenders && partnerNotABaby]

    breeding()

    Alternative
    [If DinosaurIsFemale]
      layEgg()