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.

| | Player:Actor | <u>Dinosaur:Actor</u> | :FollowBehaviour | :HungryBehaviour | :BreedingBehaviour | :LayEggBehaviour | :DeathBehaviour | :WanderBehaviour | :GrowingBehaviour |
|--|---------------------------------|-----------------------|------------------|------------------|--------------------|------------------|-----------------|------------------|-------------------|
| ative DT (FoodpointsEnoughForBreeding) | | | | | | | | | |
| Alternative [If Dinosaur is a baby] | | | | grows() | | | | | |
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| | | | | | | | | | |
| | | feedDinosaur | | | | | | | į |
| | | | he. | al(points):void | | | | | |
| [If dinosaurlsCarnivore] | | isHungry():boolean | findFood() | │ | | | | | |
| Alternative [If successfullyEats] | | heal(points):void | | | | | | | į |
| [Else If doesNotEat] | | | | | | <u> </u> | | | |
| | <u> </u> | <u> </u> | | <u> </u> | <u> </u> | <u> </u> | | | |
| [Else If dinosaurIsHerbivore] | | | | | | | | | |
| | İ | <u> </u> | | findFood() | | | | | |
| Alternative [If successfullyEats] | | | | | | | | | |
| | | | he l | eal(points):void | | | | | |
| [Else If doesNotEat] | ‡ | | | dies() | | | | | |
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| | | | Siccumgy | | ——→I | | | | |
| ernative partnerOppositeGenders && partne | erNotABaby] | | | | | | | | |
| | | | | | | | | | |
| Alternative [If DinosaurIsFemale] | | | | | | | | | |
| | | | layEgg() | <u> </u> | <u> </u> | <u> </u> | | | |
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| | if no actions are done dinosaur | just wanders | | İ | İ | | | · | |
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