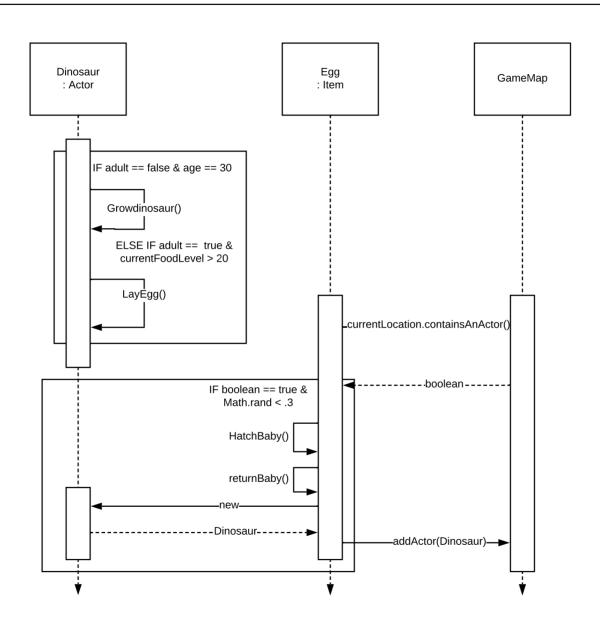
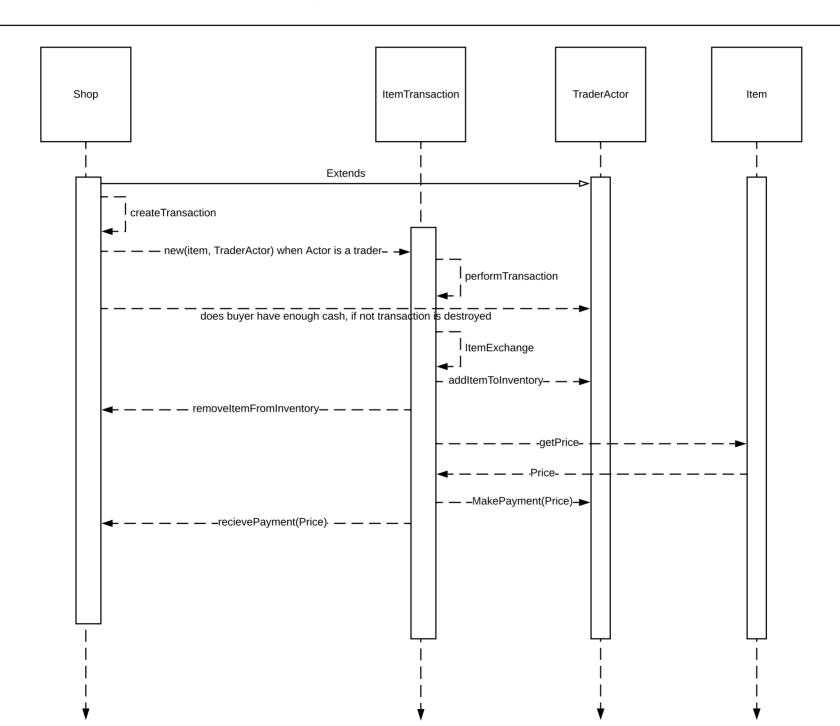
# Tag Dinosaur TagDinosaur GameMap Shop Dinosaur Tag Actor \_ \_hasSkill(Tag)— → getAllowableActions— -—return true if it has tag skill- if actor has skill, dinosaur add TagDinosaur action allow actor to interact tag execute actions remove dinosaur from map increase tag price removing tag skill removing tag skill remove dinosaur from map Sold to Shop get item from actor and pay 100

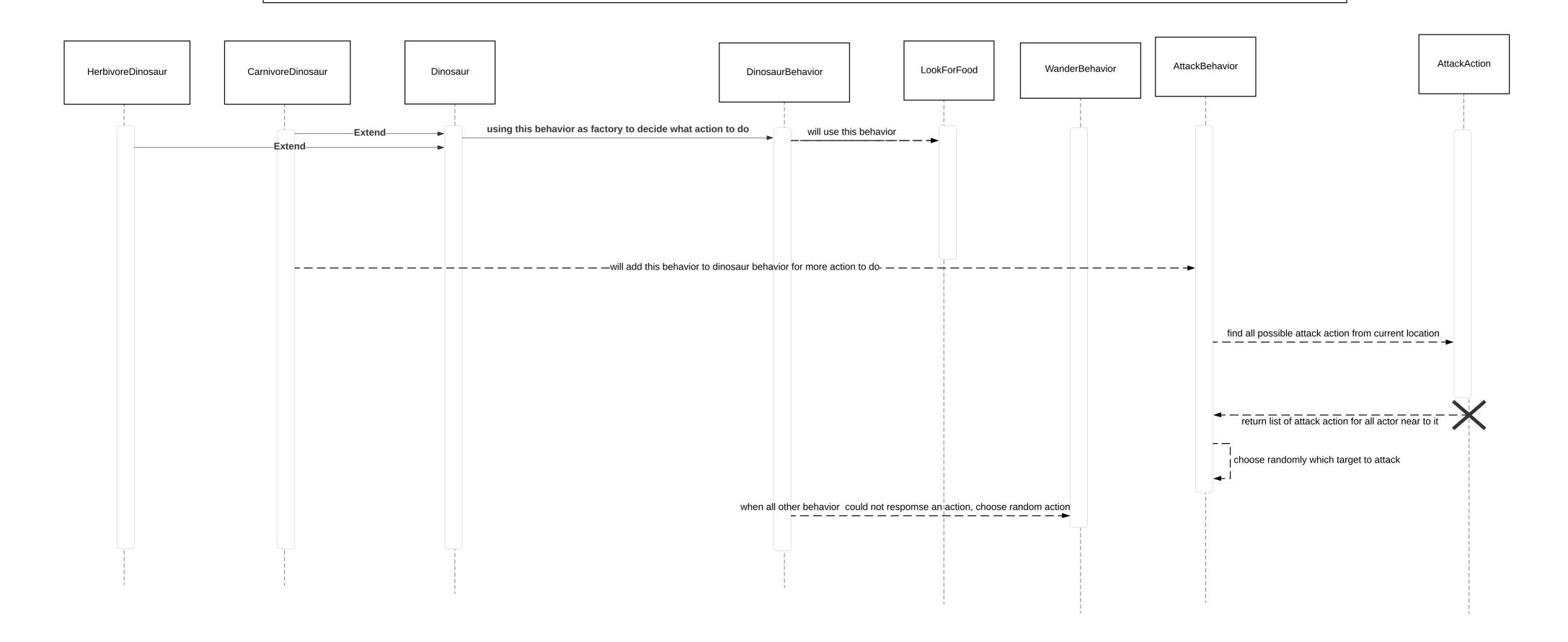
## Dinosaur Grows from Egg till Adults



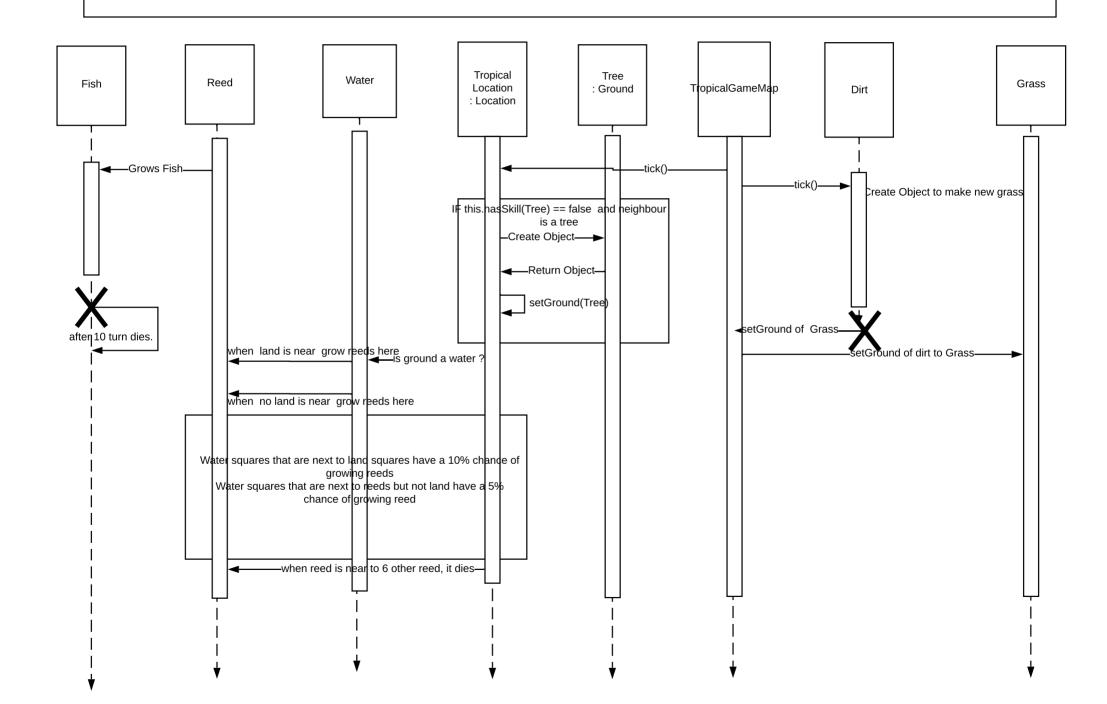
### Shop Transaction with Trader Actor



Dinosaur Behavior



#### Ecosystem



#### Game Outcome

