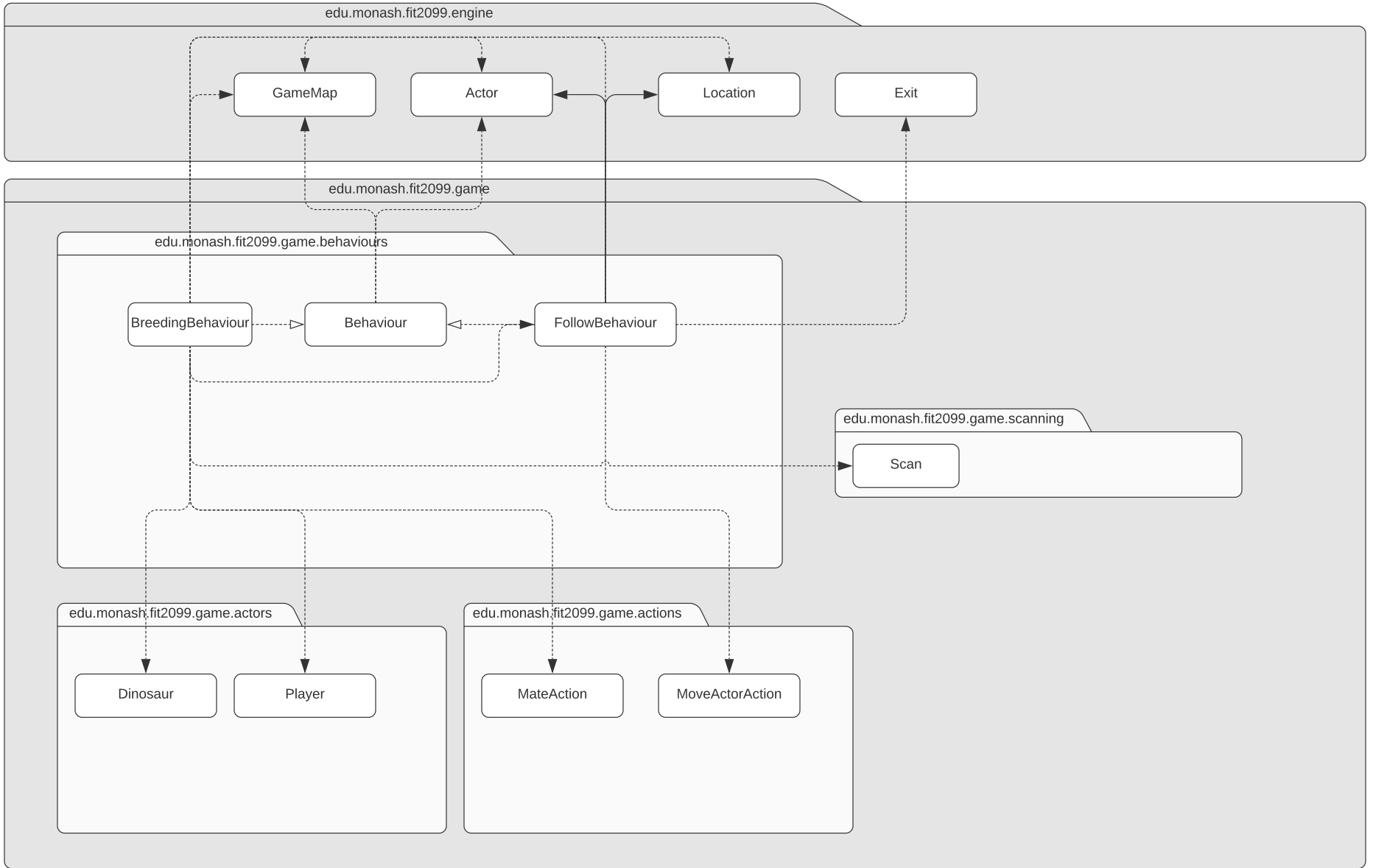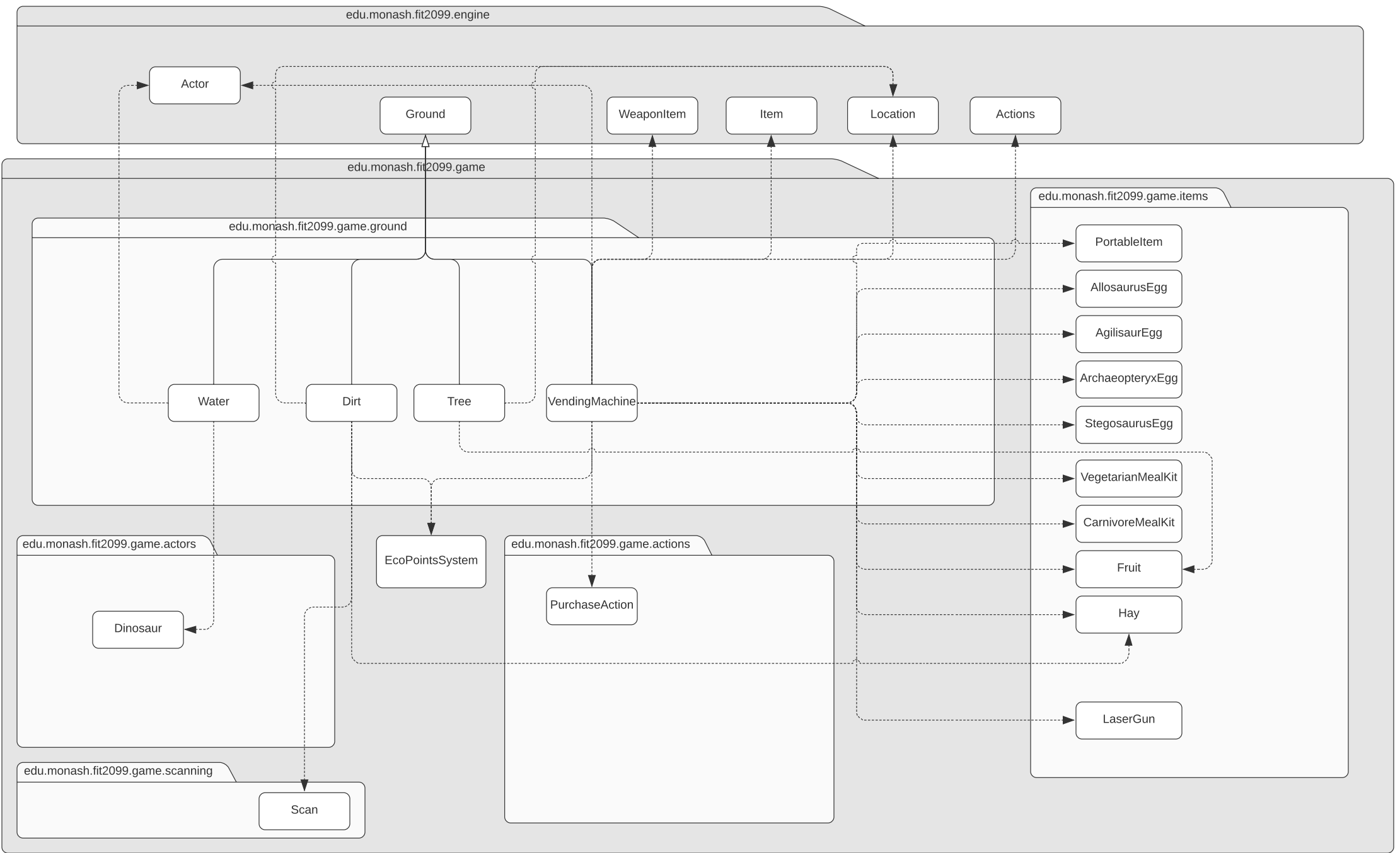This diagram shows the relationships within the behaviours package, including relationships with other classes in the system. Only classes and their relationships that are new or have been modified are shown. The relationships between other classes in the system are either not shown or not displayed in their full entirety.

Class Diagram: **behaviours**

edu.monash.fit2099.engine

GameMap

Actor

Location

Exit

edu.monash.fit2099.game

edu.monash.fit2099.game.behaviours

BreedingBehaviour

Behaviour

FollowBehaviour

edu.monash.fit2099.game.scanning

Scan

edu.monash.fit2099.game.actors

Dinosaur

Player

edu.monash.fit2099.game.actions

MateAction

MoveActorAction
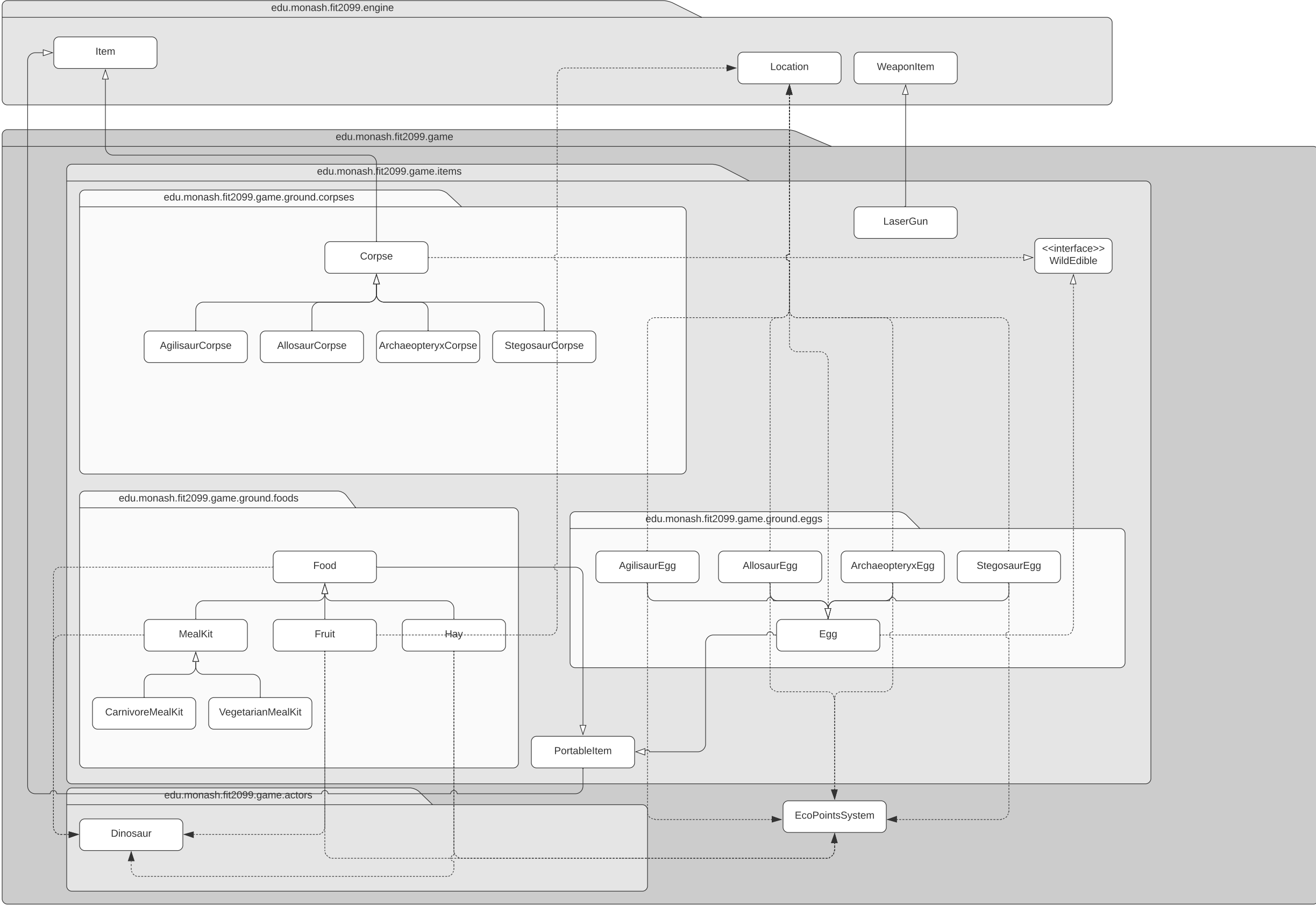
Class Diagram: **ground**

This diagram shows the relationships within the ground package, including relationships with other classes in the system. Only classes and their relationships that are new or have been modified are shown. The relationships between other classes in the system are either not shown or not displayed in their full entirety.

edu.monash.fit2099.engine

Actor
Ground
WeaponItem
Item
Location
Actions

edu.monash.fit2099.game

edu.monash.fit2099.game.ground

Water
Dirt
Tree
VendingMachine

edu.monash.fit2099.game.items

PortableItem
AllosaurusEgg
AgilisaurEgg
ArchaeopteryxEgg
StegosaurusEgg
VegetarianMealKit
CarnivoreMealKit
Fruit
Hay
LaserGun

edu.monash.fit2099.game.actors

Dinosaur

edu.monash.fit2099.game.actions

EcoPointsSystem
PurchaseAction

edu.monash.fit2099.game.scanning
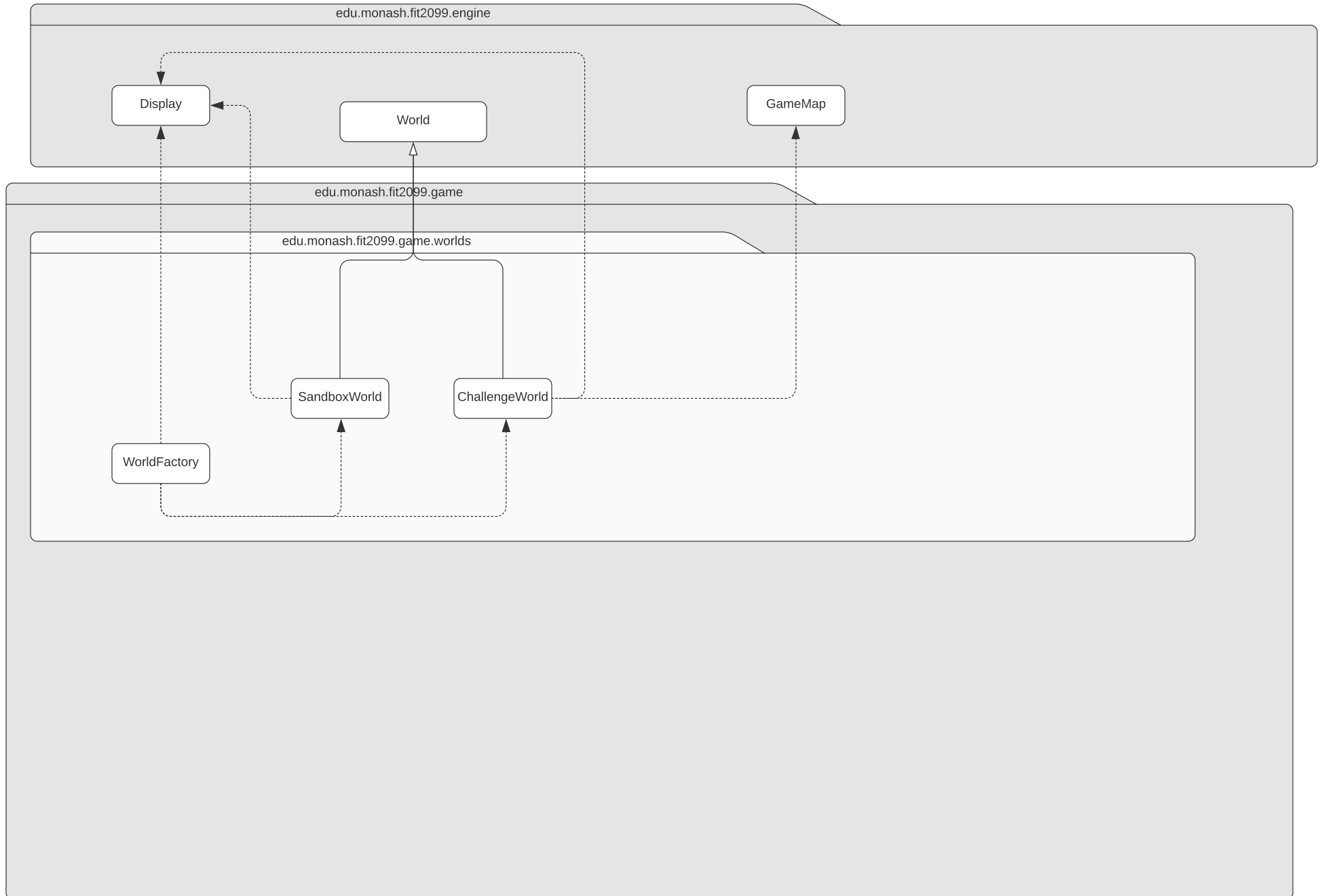
Scan

Class Diagram: **items**

This diagram shows the relationships within the items package, including relationships with other classes in the system. Only classes/interfaces and their relationships that are new or have been modified are shown. The relationships between other classes in the system are either not shown or not displayed in their full entirety.

edu.monash.fit2099.engine
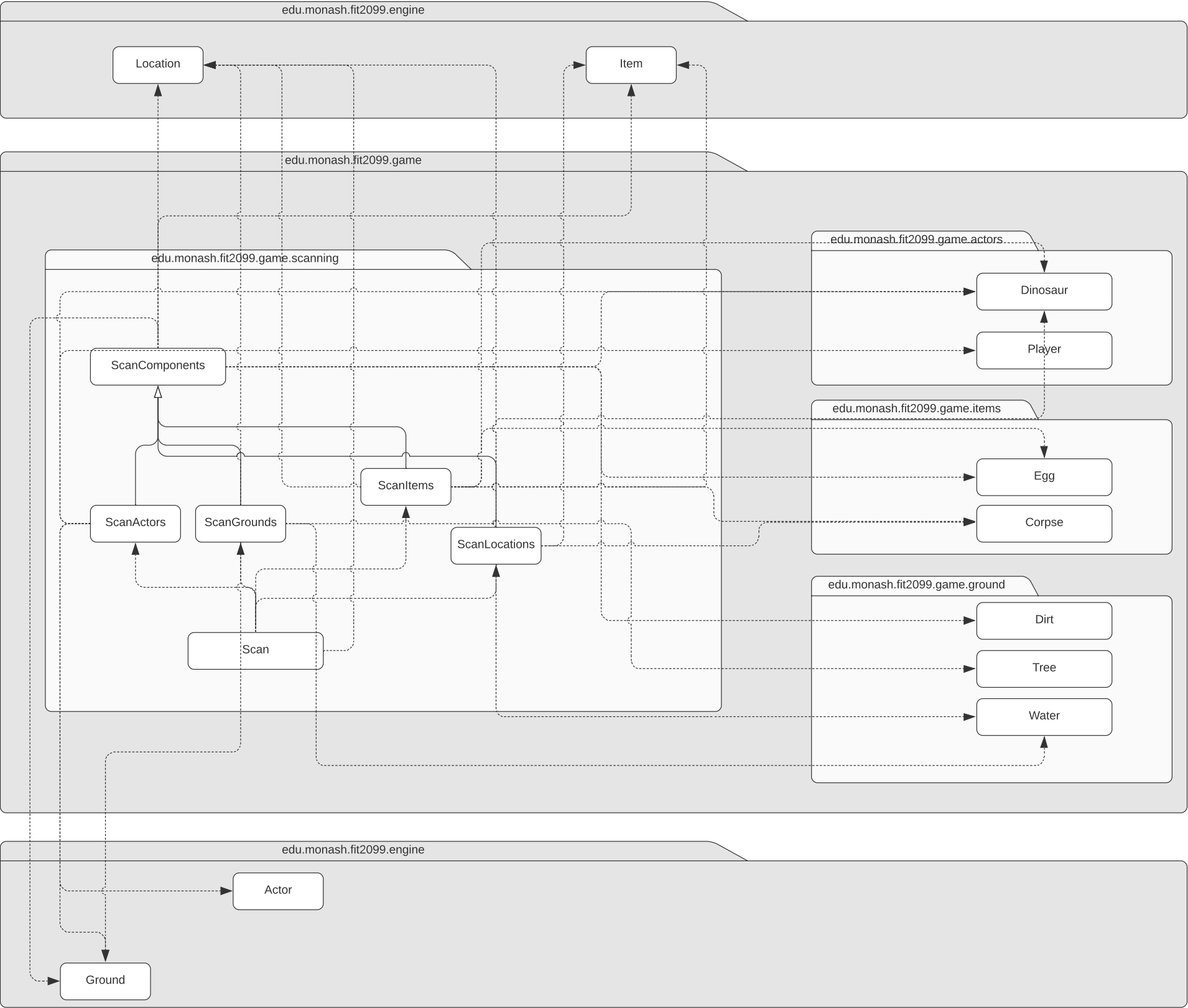
Item
Location
WeaponItem

edu.monash.fit2099.game

edu.monash.fit2099.game.items

edu.monash.fit2099.game.ground.corpses

Corpse

AgilisaurCorpse
AllosaurCorpse
ArchaeopteryxCorpse
StegosaurCorpse

LaserGun

<<interface>>
WildEdible

edu.monash.fit2099.game.ground.foods

Food

MealKit
Fruit
Hay

CarnivoreMealKit
VegetarianMealKit

edu.monash.fit2099.game.ground.eggs

AgilisaurEgg
AllosaurEgg
ArchaeopteryxEgg
StegosaurEgg

Egg

PortableItem

edu.monash.fit2099.game.actors

Dinosaur

EcoPointsSystem

Class Diagram: **worlds**

edu.monash.fit2099.engine

Display

World

GameMap

edu.monash.fit2099.game

edu.monash.fit2099.game.worlds

SandboxWorld

ChallengeWorld

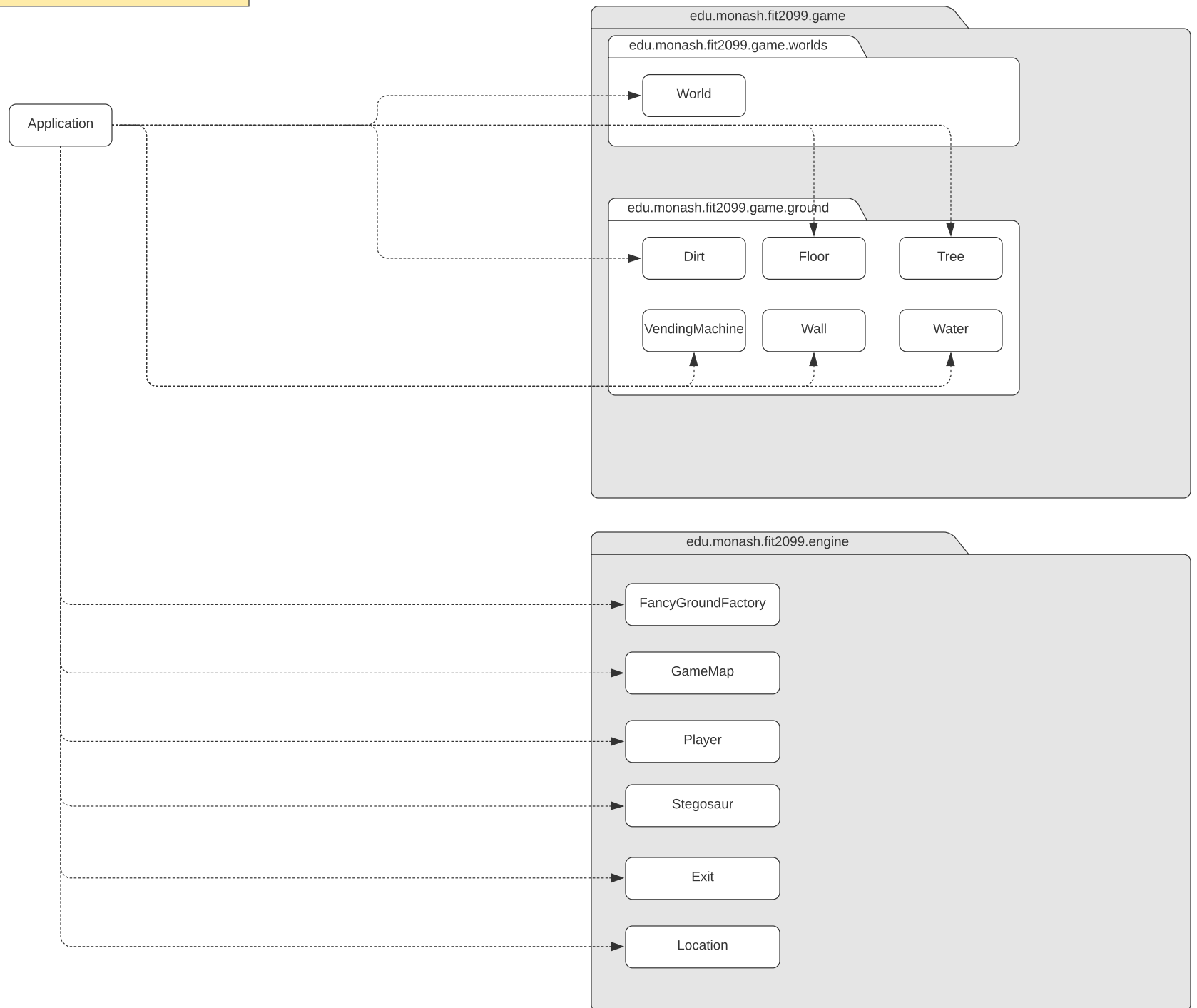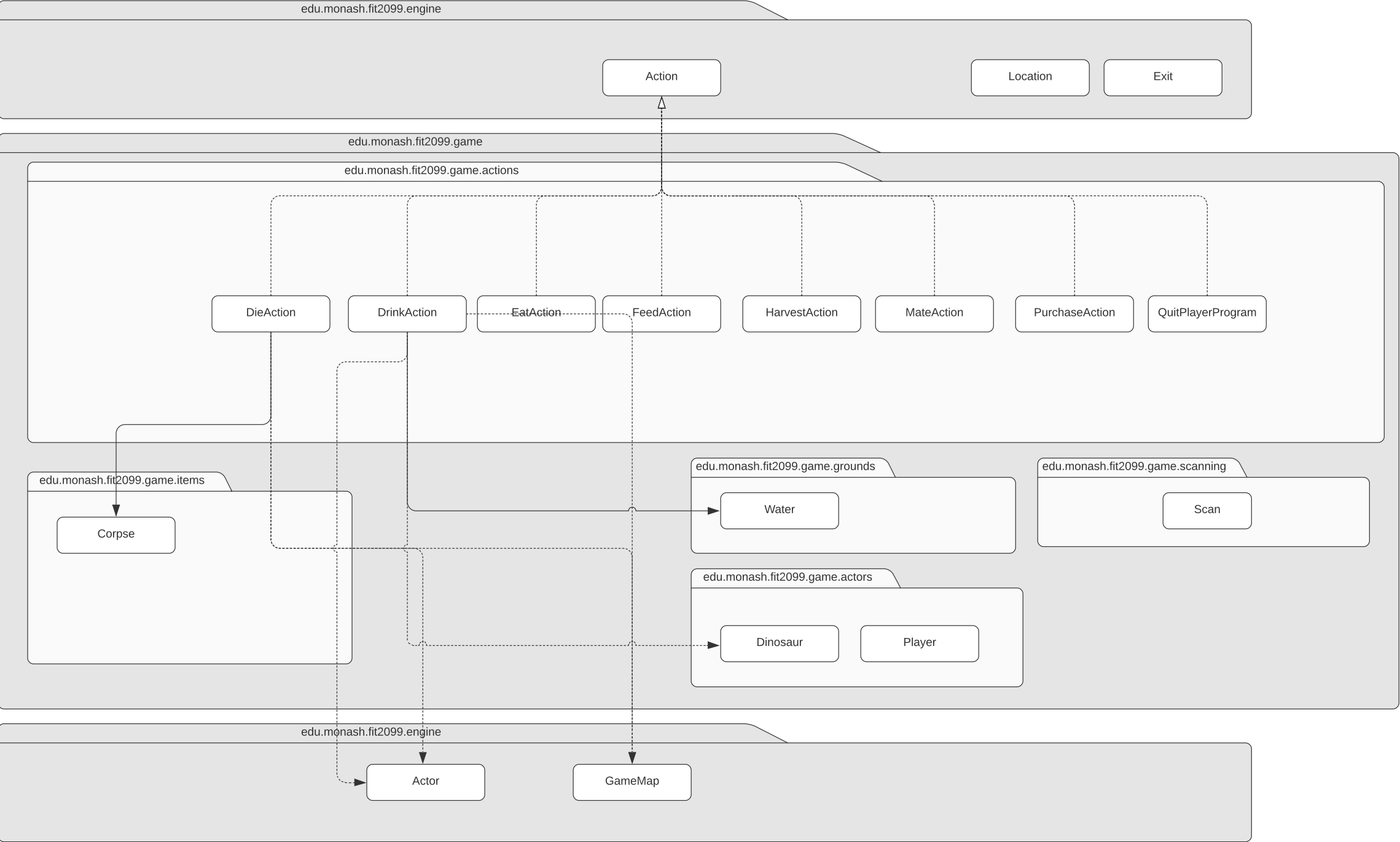WorldFactory

Class Diagram: **scanning**

This diagram shows the relationships within the scanning package, including relationships with other classes in the system. The relationships between other classes in the system are either not shown or not displayed in their full entirety.

edu.monash.fit2099.engine

Location

Item

edu.monash.fit2099.game

edu.monash.fit2099.game.scanning

ScanComponents

ScanActors

ScanGrounds

ScanItems

ScanLocations

Scan

edu.monash.fit2099.game.actors

Dinosaur

Player

edu.monash.fit2099.game.items

Egg

Corpse

edu.monash.fit2099.game.ground

Dirt

Tree

Water

edu.monash.fit2099.engine

Actor

Ground

Class Diagram: Application

edu.monash.fit2099.game

edu.monash.fit2099.game.worlds

World

edu.monash.fit2099.game.ground

Dirt	Floor	Tree
VendingMachine	Wall	Water

Application

edu.monash.fit2099.engine

FancyGroundFactory

GameMap

Player

Stegosaur

Exit

Location

Class Diagram: **actions**

edu.monash.fit2099.engine

Action

Location

Exit

edu.monash.fit2099.game

edu.monash.fit2099.game.actions

DieAction

DrinkAction

EatAction

FeedAction

HarvestAction

MateAction

PurchaseAction

QuitPlayerProgram

edu.monash.fit2099.game.items

Corpse

edu.monash.fit2099.game.grounds

Water

edu.monash.fit2099.game.scanning

Scan

edu.monash.fit2099.game.actors

Dinosaur

Player

edu.monash.fit2099.engine

Actor

GameMap

The engine package has been duplicated here to maintain clarity of the diagram.

Class Diagram: **actors**