

Rewritten design rationale

Allosaur:

Dinosaur:

DirtSquare:

ArrayList is used because the size of ArrayList is not fixed as DirtSquares can hold multiple objects.

Egg:

Eggs will be laid 10 turns after a female Dinosaur has bred. We plan to add an attribute called type to indicate whether an Egg is of type Stegosaur or Allosaur. When an Egg hatches, we will create a baby Dinosaur instance based on the Egg type, and then delete the Egg instance. The baby Dinosaur will be created on the same DirtSquare that the Egg was deleted from.

Design reasoning:

Initially we thought that Egg should be a part of the stage attribute for a Dinosaur instance such as egg, baby, adult. However, we decided against this because it did not seem fit to be able to purchase a Dinosaur instance with stage "egg" from a VendingMachine.

We also faced the issue that once a female Allosaur lays an Egg, it might simply eat it because they are carnivorous. To avoid this we decided to add the "parent" attribute to Eggs

The parent attribute can be "null" since not all Eggs will have a parent such as those purchased from a VendingMachine.

Food:

The following classes will all inherit from Food: Egg, Fruit, Grass, Hay, MealKit.

Design reasoning: We chose to create this inheritance because since all of the above can be purchased and eaten by Dinosaurs, they will all have the same attributes like cost and the amount they will increase a Dinosaur's food level by when consumed.

The only reason we chose not to add Stegosaur to this list is because even though it can be eaten by an Allosaur, Adult Stegosaur cannot be purchased from a vending machine.

Fruit:

The attributes Fruits will have (cost and increase_food_level_by) will be inherited from Food. Fruit instances will be deleted completely after 20 turns from lying on a DirtSquare. This will be to mimic food rotting. This would help prevent a DirtSquares ArrayList from being over populated by rotten fruit and will help us save memory.

Grass:

Grass will be contained within the ArrayList of DirtSquare, and Grass will have a location which will be coordinates of its corresponding DirtSquare.

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Grass that is harvested will be removed from the DirtSquares ArrayList.

Grass instances will be deleted when any of the following happens:

- Grass is harvested by Player
- Grass is grazed on by Stegosaur

Design reasoning: We chose to delete the Grass instance when it is harvested by a player so that there would be no confusion on whether Grass should still remain on a DirtSquare. Upon harvesting, a new Hay instance will be created and added to the Player's inventory.

Similarly, we chose to delete a Grass instance when grazed on by a Stegosaur to mimic it being eaten by the Stegosaur and so that the DirtSquare resumes to being simply dirt.

Hay:

Hay is created and stored within the JavaArray of Inventory whenever a grass instance is harvested by a player. It is also stored in the HashMap of the VendingMachine with its value being 20 eco points. A Hay instance is deleted and removed from the player's Inventory when being fed to a Stegosaur.

Design reasoning: A Hay instance is deleted completely during feeding to mimic food being eaten and digested. This increases the Stegosaurus' food level by 20.

We initially thought of making Hay inherit from the Grass class but realised that this wouldn't be necessary as we did not need to add methods to the Hay class that were similar to the Grass class.

Inventory:

Inventory contains items collected by the player. Each item consumes 1 space of the inventory. When grass is harvested by the player, hay is created in the player's inventory.

Design reasoning: JavaArray is used because the size of inventory needs to be fixed to maintain the fairness of the game. Players can't collect items when the inventory is full.

LaserGun:

MealKit:

Player:

Stegosaur:

Tree:

Trees may also be contained in the ArrayList of DirtSquares. This is to help us decide the likelihood of adjacent DirtSquares growing Grass.

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Tree's will also contain an unlimited number of Fruit. We chose to make this number unlimited as it helps us standardize the chances of the Tree dropping Fruit and a Player picking Fruit.

Design reasoning: If we had set a number of Fruit contained in a Tree, the chances of a Player picking fruit would be dependent on the number of fruit available, and we wanted to prevent this number from constantly changing. The same reasoning was applied with the dropping of fruit.

TurnCount:

VendingMachine:

Vending machine contains a number of items which are stored in a hashmap. Items in vending machine are unlimited as there is only one vending machine in the whole map.

Design reasoning: Hashmap is used because hashmap has a faster access to the price corresponding to the item.

World: