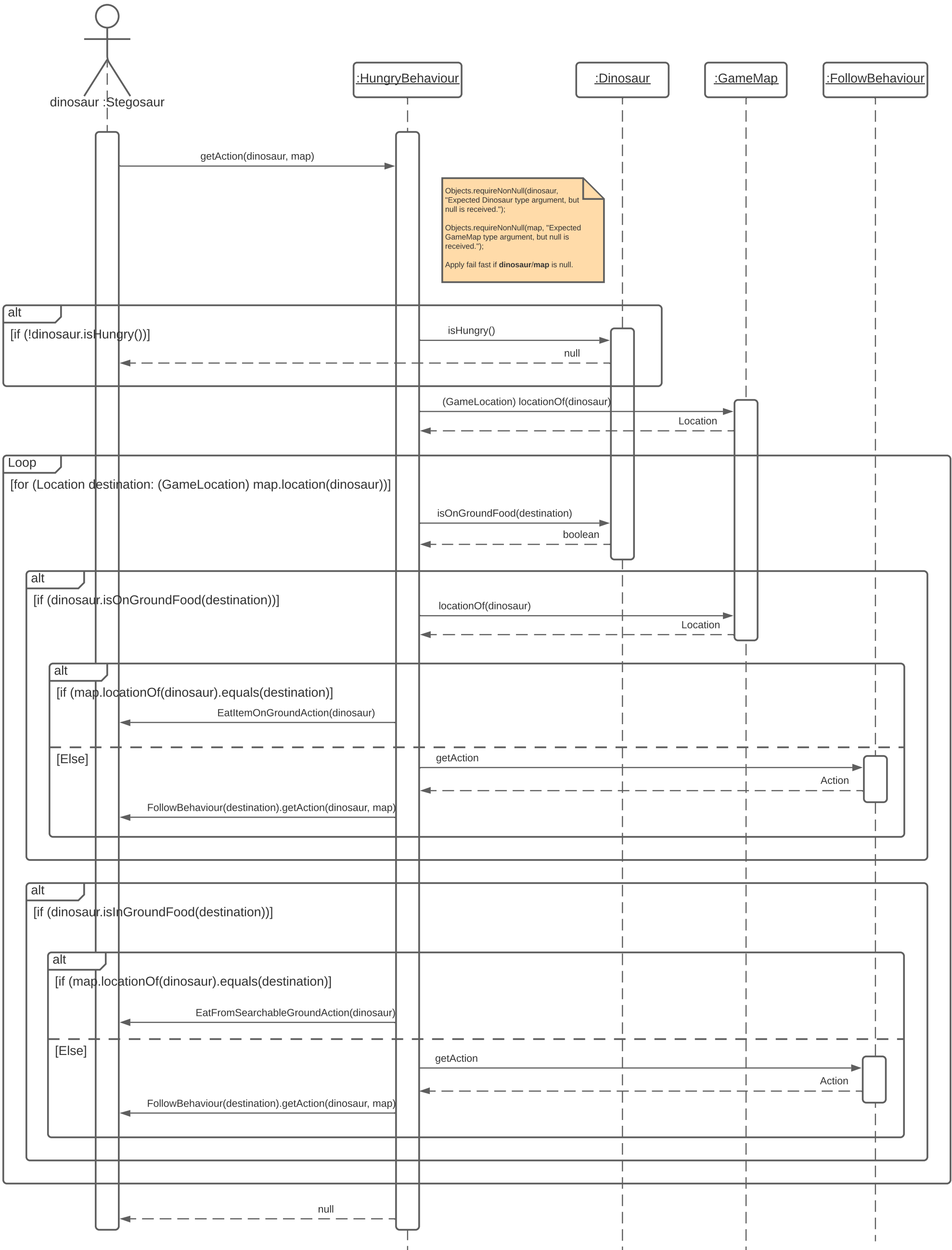
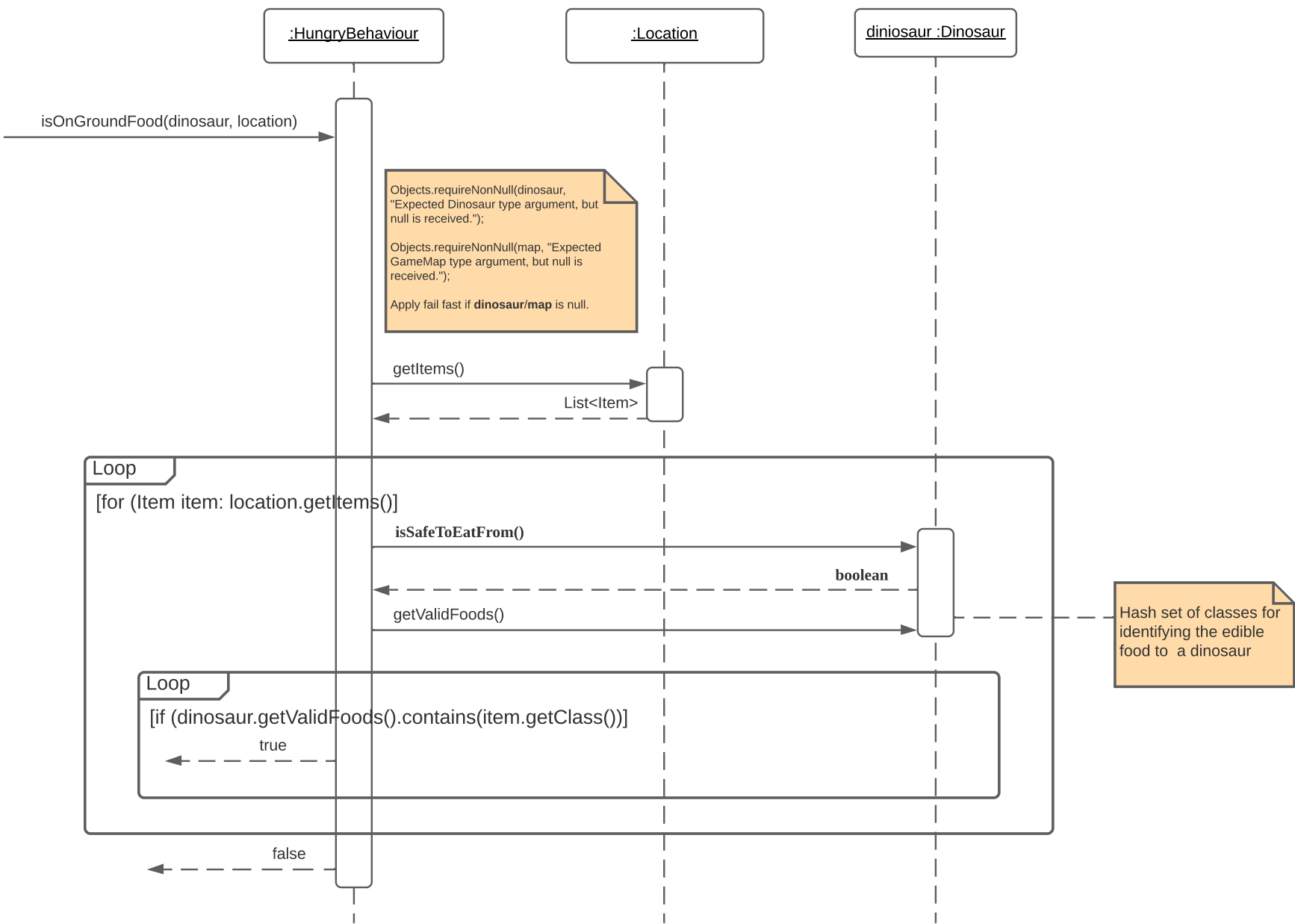


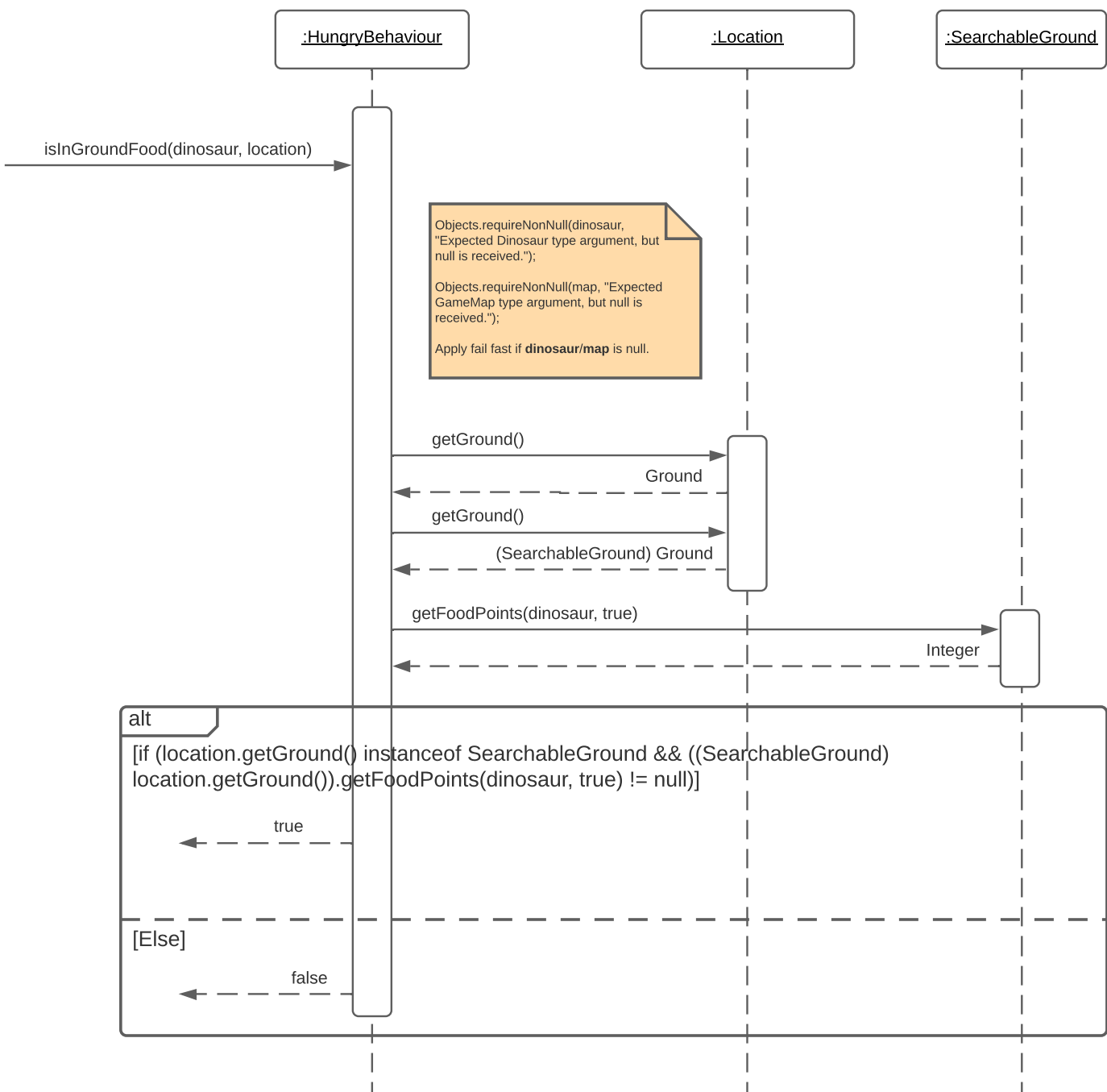
# HungryBehaviour



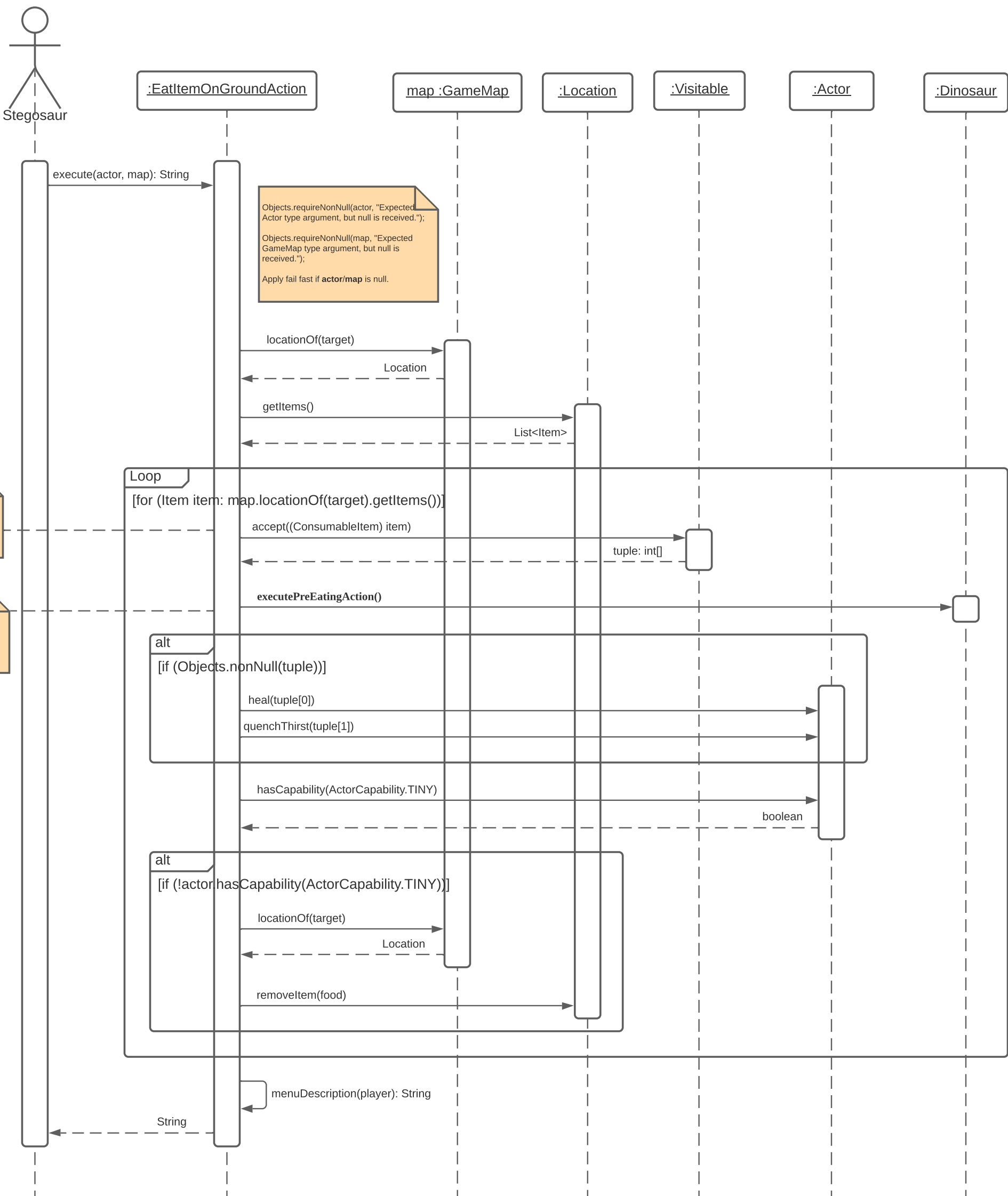
# isOnGroundFood()



# isInGroundFood()



# EatItemOnGroundAction



Visitor pattern to **accept** the value meant for the dinosaur eating

Performs actions that target display before eating  
E.g. Pterodactyl has to land to eat

# EatFromSearchableGroundAction

