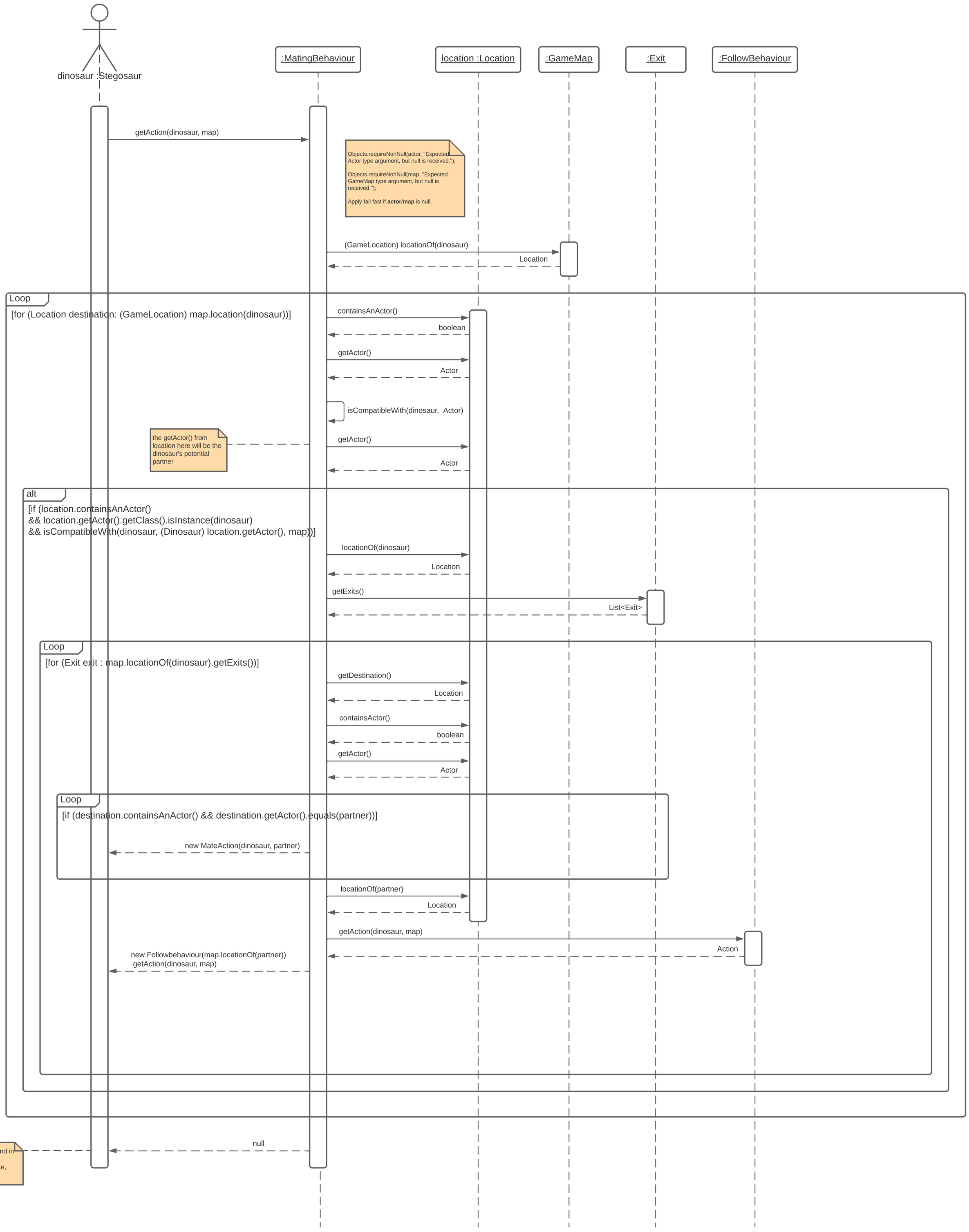
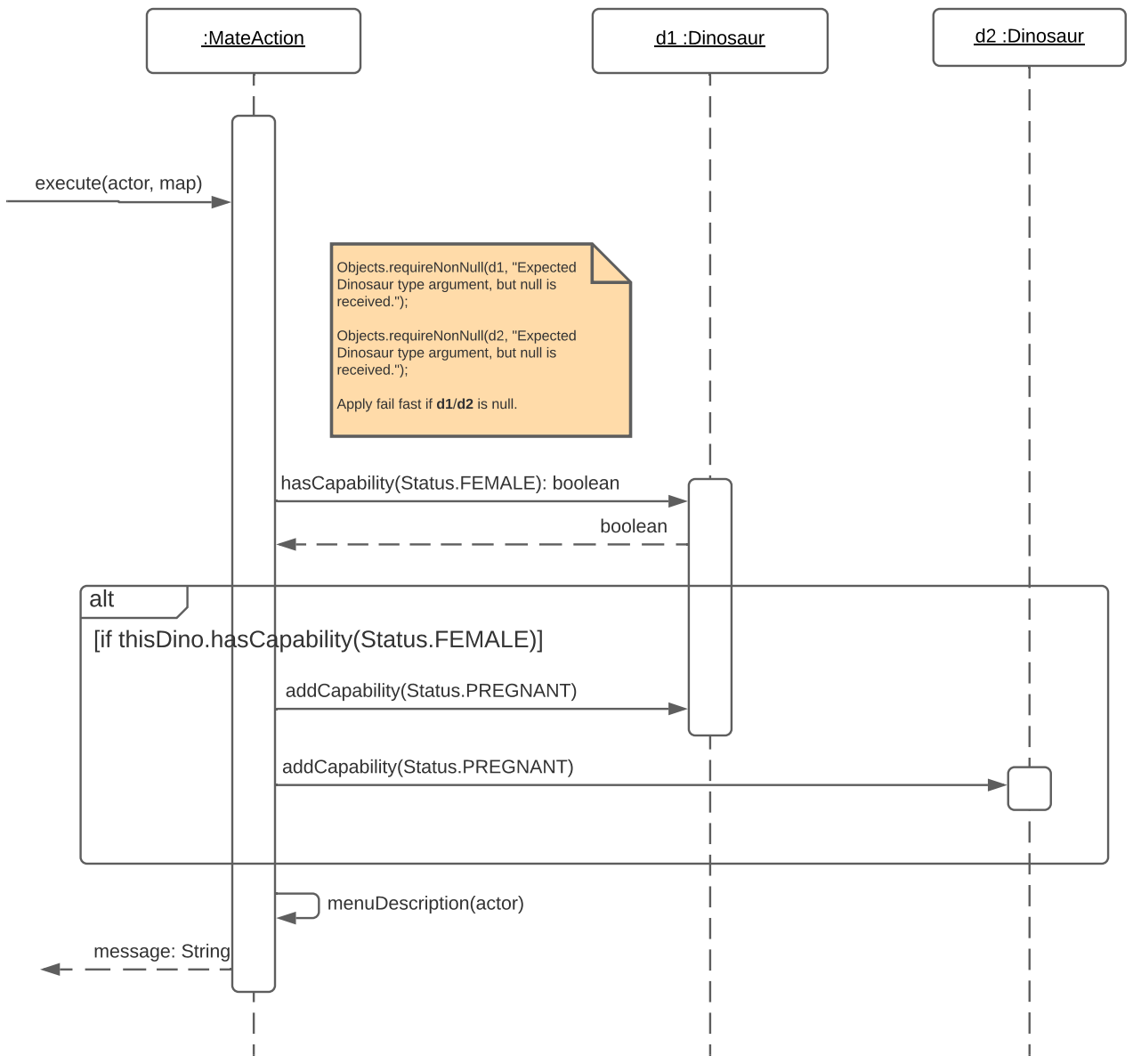
MatingBehaviour



MateAction



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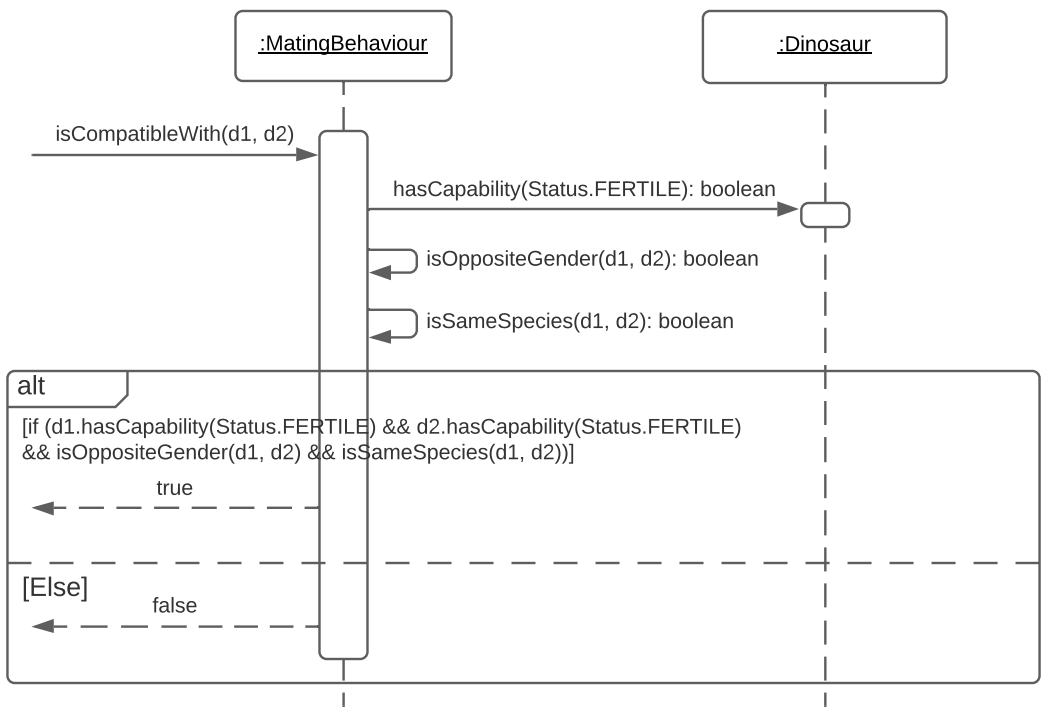
isCompatibleWith()



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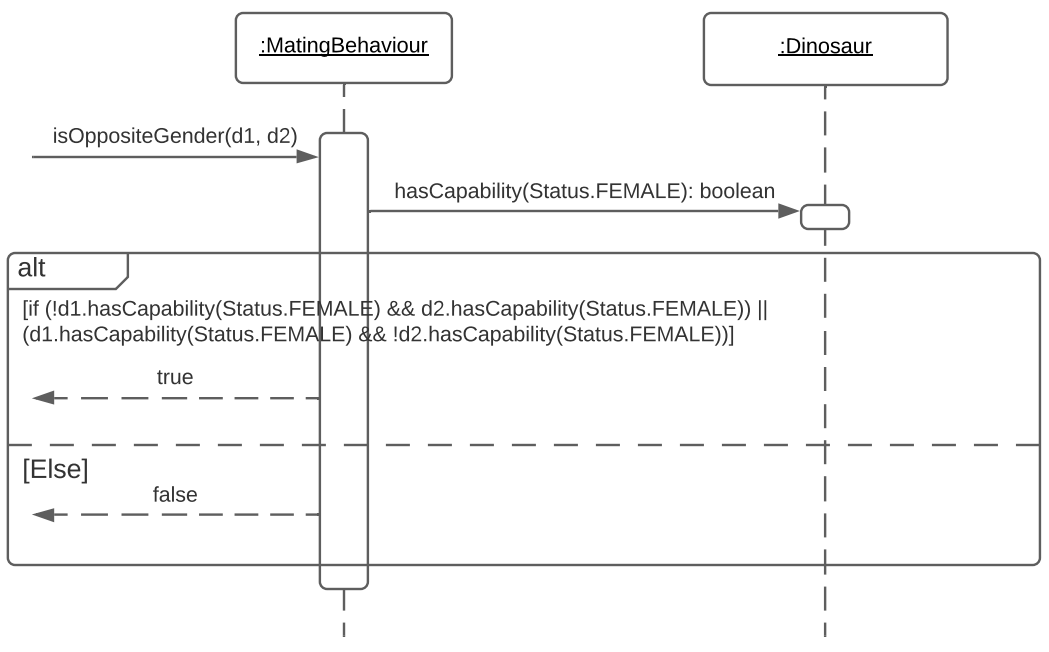
isOppositeGender()



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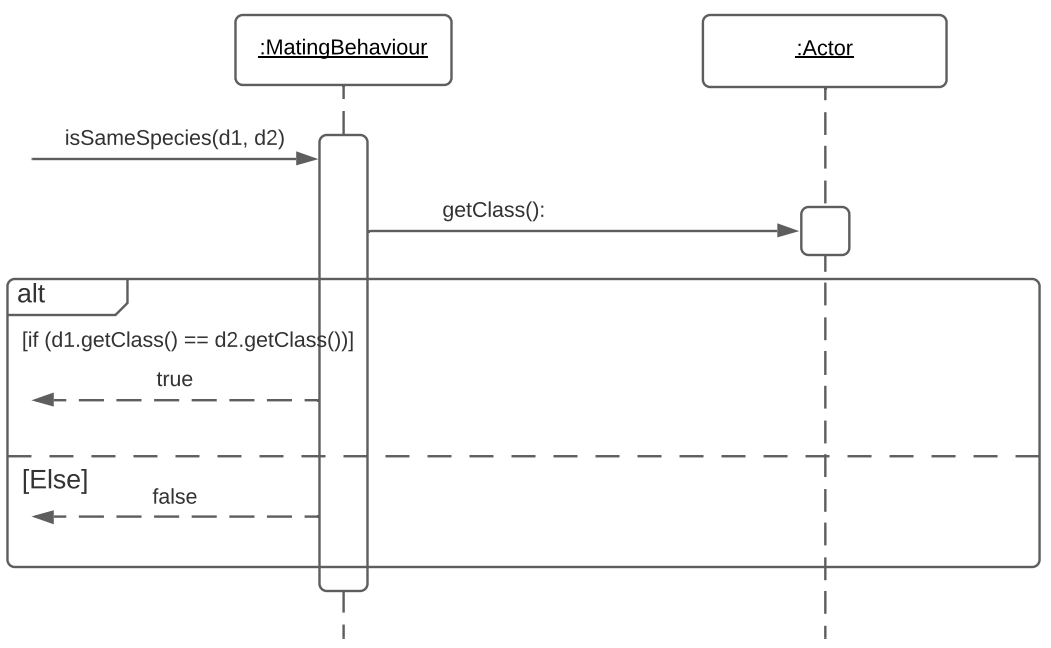
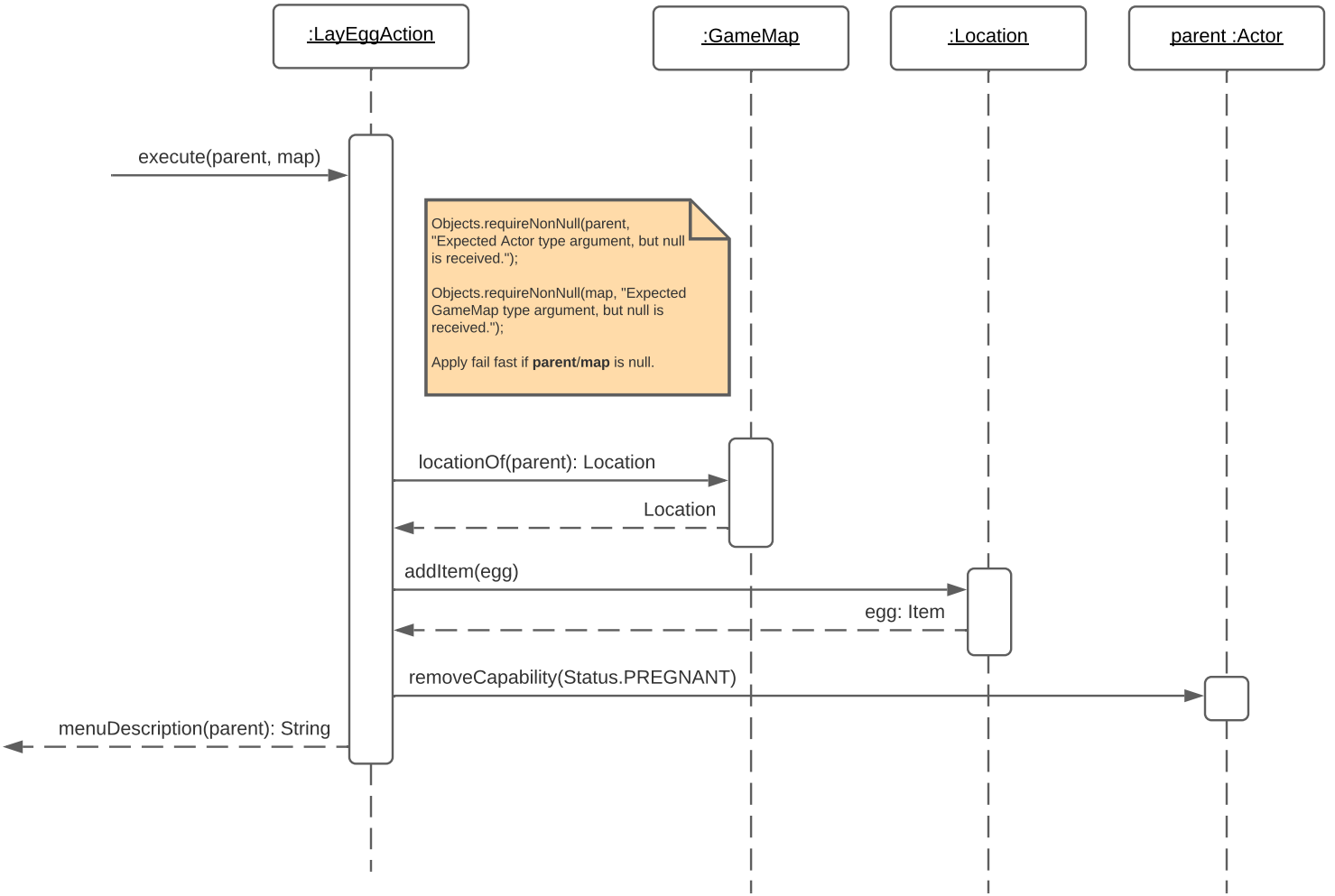
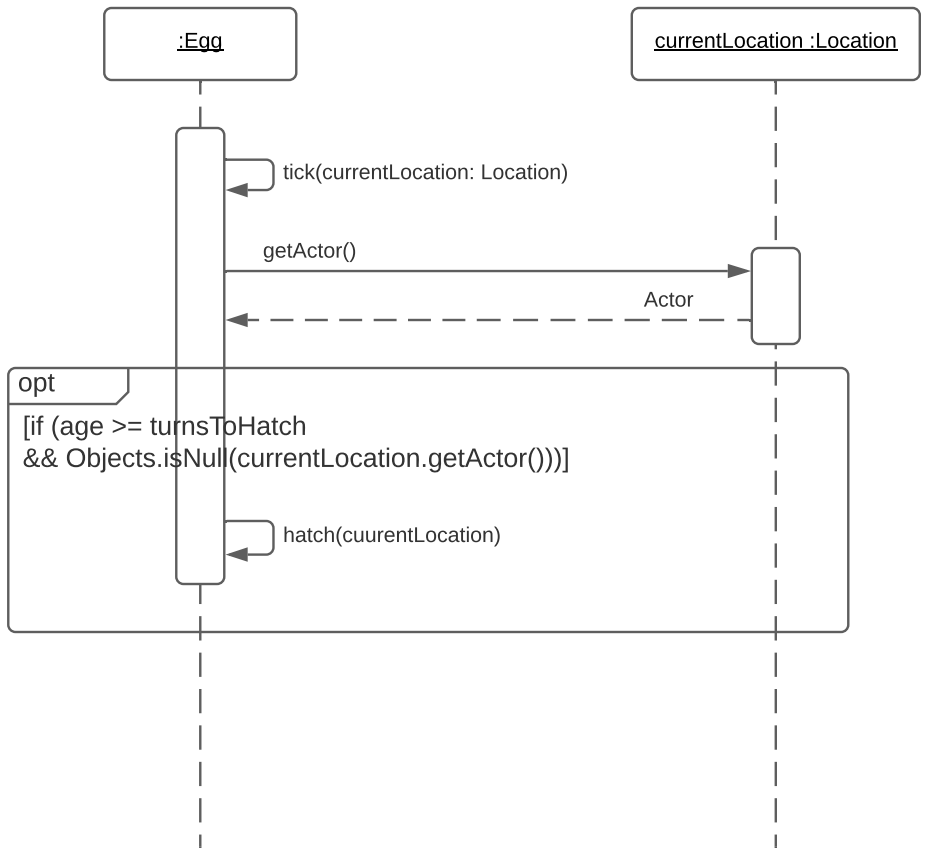
isSameSpecies()



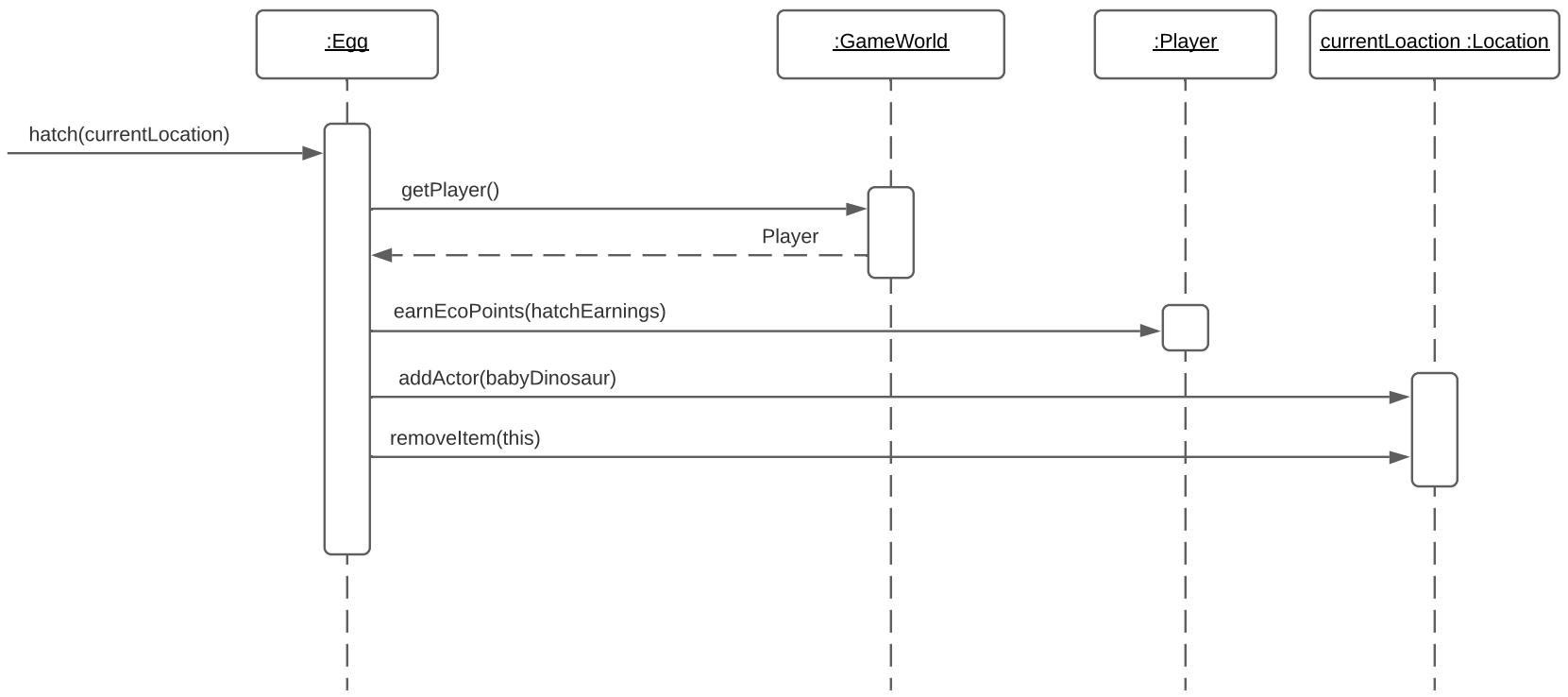
LayEggAction



Egg


:Egg
currentLocation :Location
tick(currentLocation: Location)
getActor()
Actor
opt
[if (age >= turnsToHatch
&& Objects.isNull(currentLocation.getActor()))]
hatch(cuurentLocation)

Hatch


:Egg
:GameWorld
:Player
currentLoaction :Location
hatch(currentLocation)
getPlayer()
Player
earnEcoPoints(hatchEarnings)
addActor(babyDinosaur)
removeItem(this)