This class allows the player to feed the dinosaur based on the type and the items available. The sequence diagram here doesn't represent the code line by line. However, it represents the general idea that is implemented. This is because representing the diagram based on the code will reduce the readability. The implementation from the previous design was slightly different because of the efficiency of coding it and whether it : FeedAction player: Actor target: Dinosaur would be coherent for other uses of the eat method in dinosaur. 1: execute(Actor actor, GameMap map) 1.1: Prints menu for the user to choose frpm 1.2: checks if item exist in inventory 1.3: checks if the dinosaur can eat item the actor gains points Alternative when feeding the Dinosaur. [Both conditions are true] 1.4: actor.removeItemFromInventory(item) The number of ecoPoints that they gain depends of the type of food item the 1.5: actor.gainEcoPoints(points) dinosaur was fed 1.6: target.eat(item) return "Dinosaur successfully fed" return statement on why it failed