Dinosaur ThirstyBehaviour GameMap Exit Location Ground <<creates>> getXRange() getYRange() height foreach (x,y) in width and height at(x,y) location getGround() ground lakeList.put(location, ground) Loop foreach (location,ground) in lakeList getKey().x() getKey.y() at(x,y) [If minimalLocation == null] destination [Else if newDistance] destination locationLake getLocation() locationOf(actor) current Location Of ActorcalculateDistance getExits() exits: List Loop [for each exit in exits] getDestination() —movingActor: Location— — — — — — If actor can enter calculate distar ce (locationLake- movingActor) [If distance > 0] moveActorAction(destination, exit.getName()) drink()

Thirsty Behaviour

