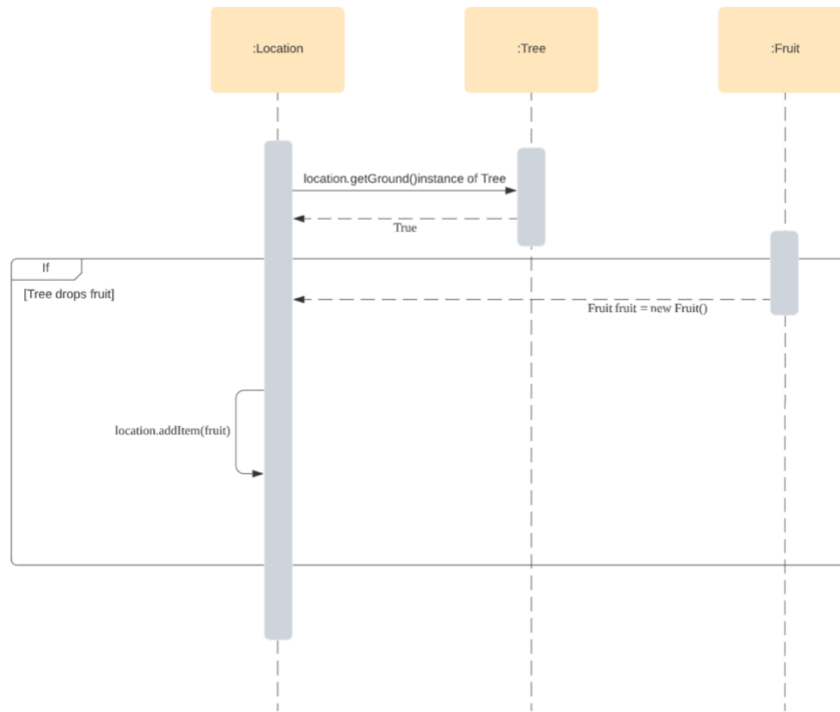
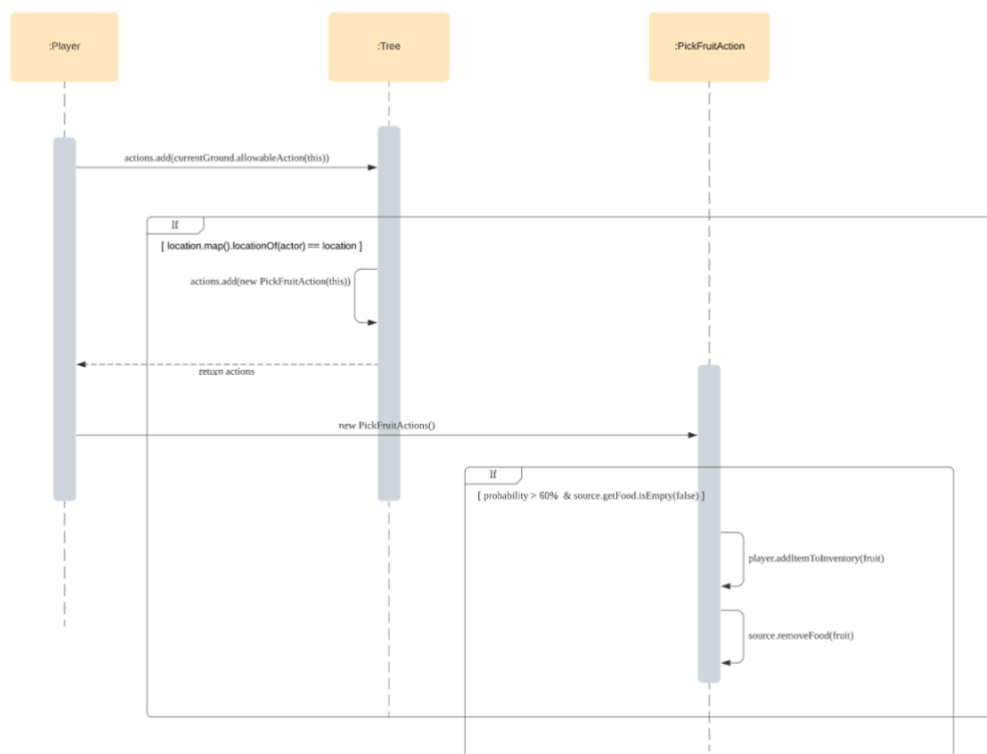


UML Interaction Diagram – Lim Shir Yin (31059546), Tan Jie Yen (31171184)

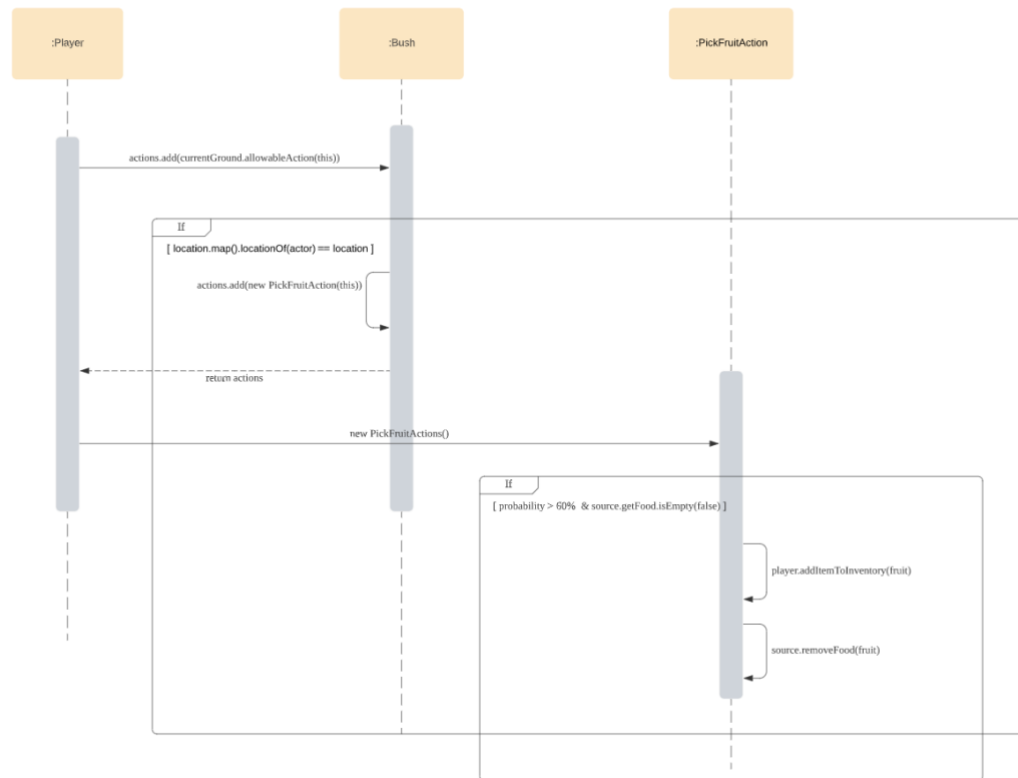
When a Tree drops Fruit



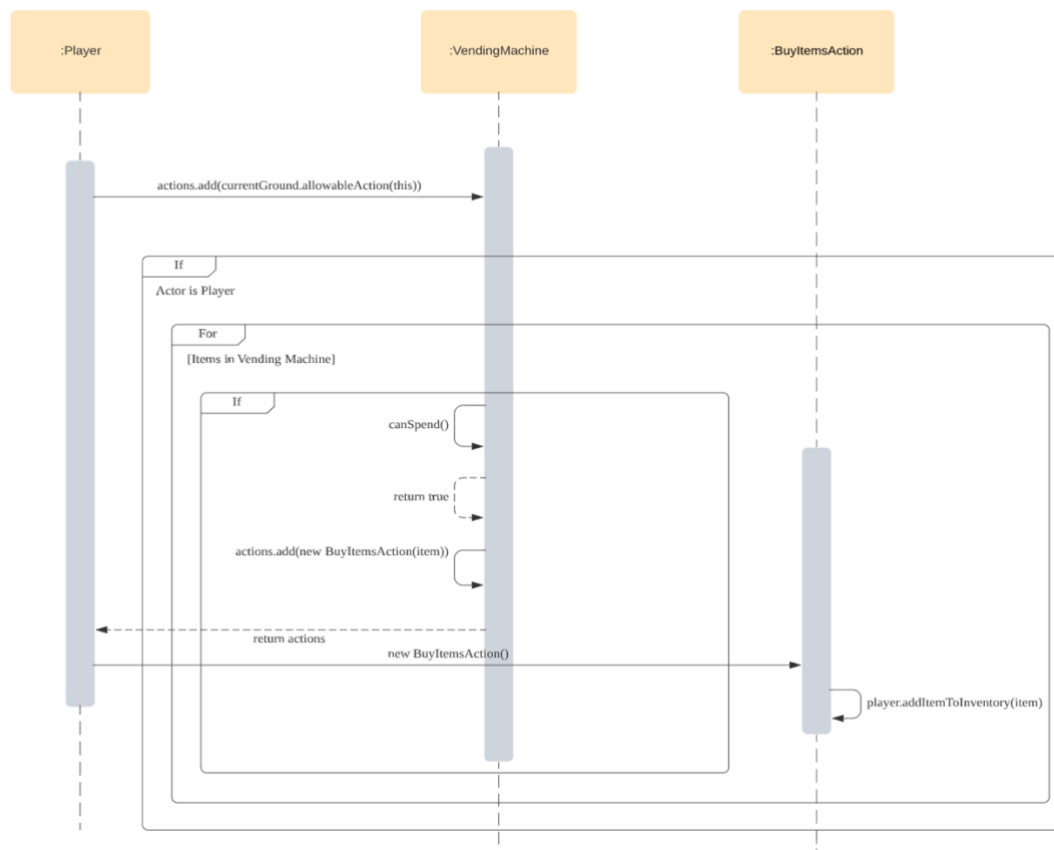
When Player tries to pick fruit from the Tree (PickFruitAction)



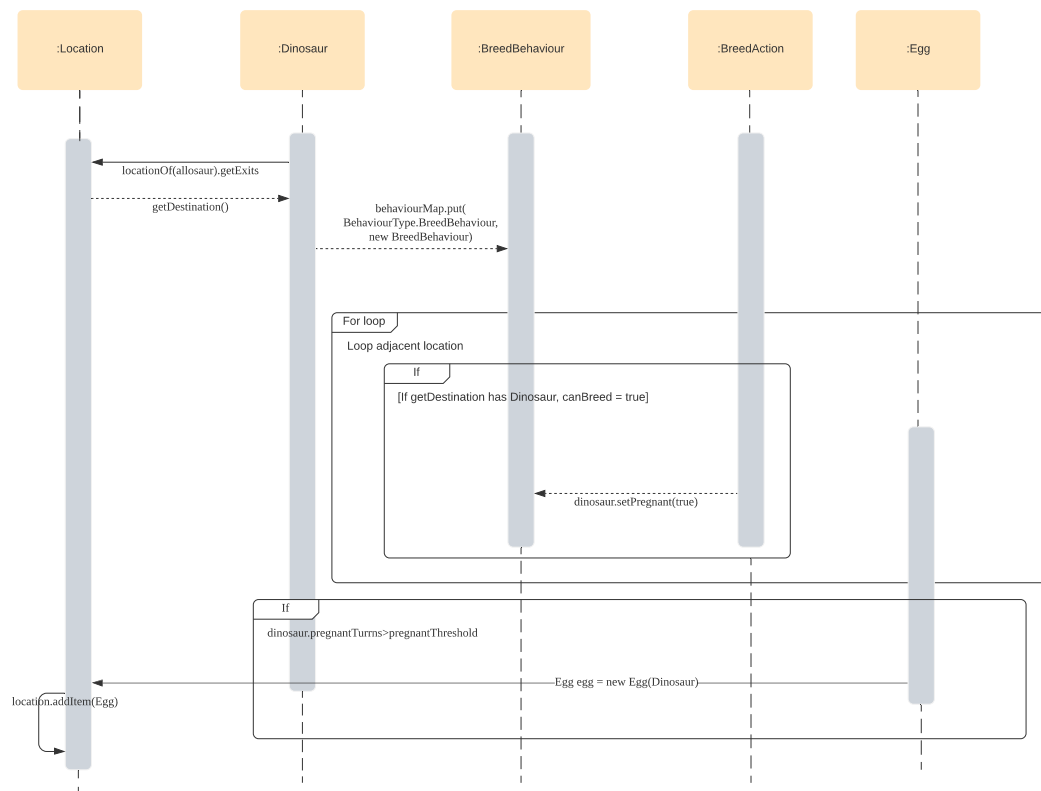
When Player tries to pick fruit from the Bush (PickFruitAction)



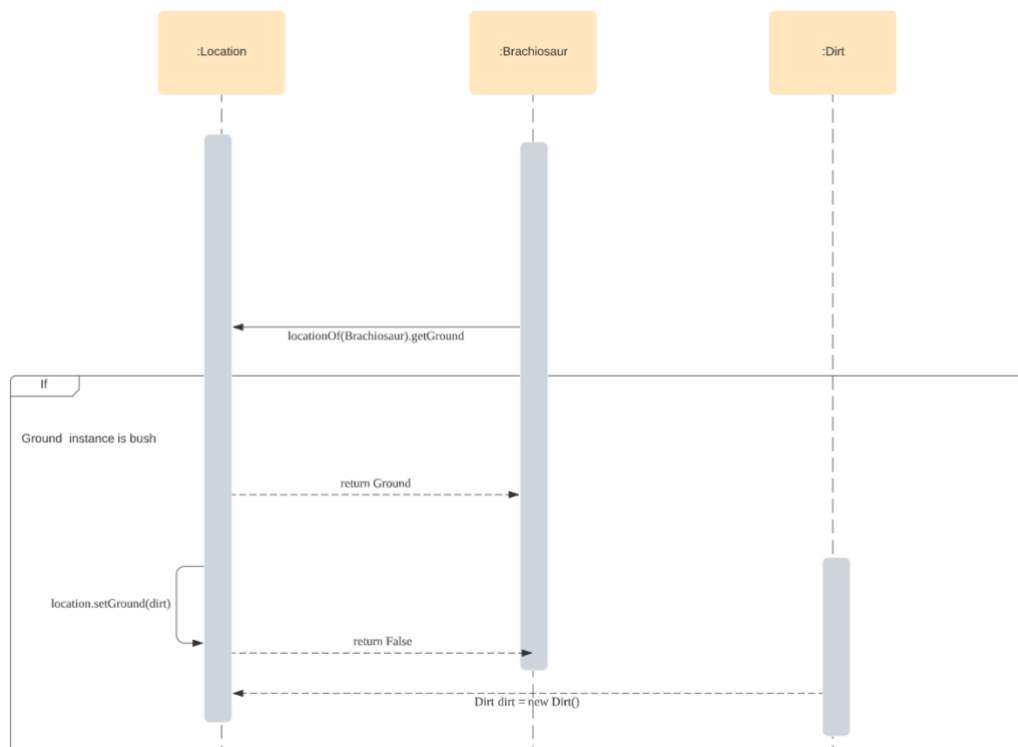
Players buy items from the vending machine (BuyItemsAction)



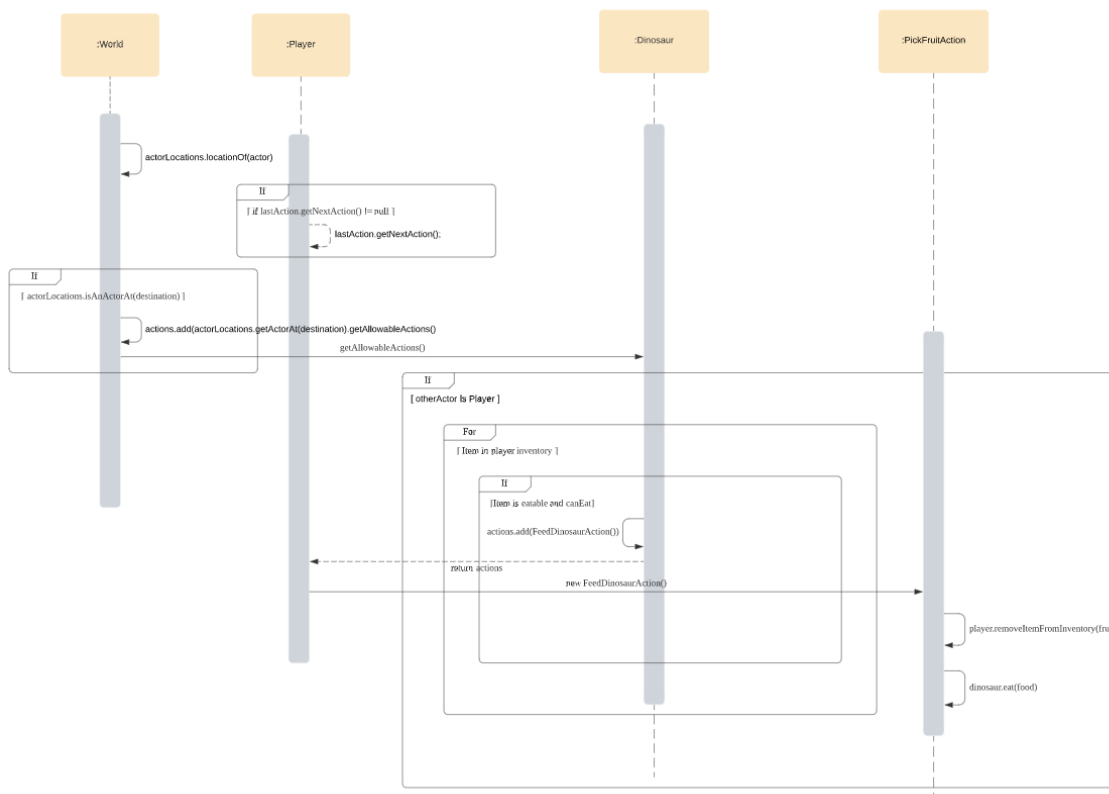
When a Dinosaur breeds and lays an Egg



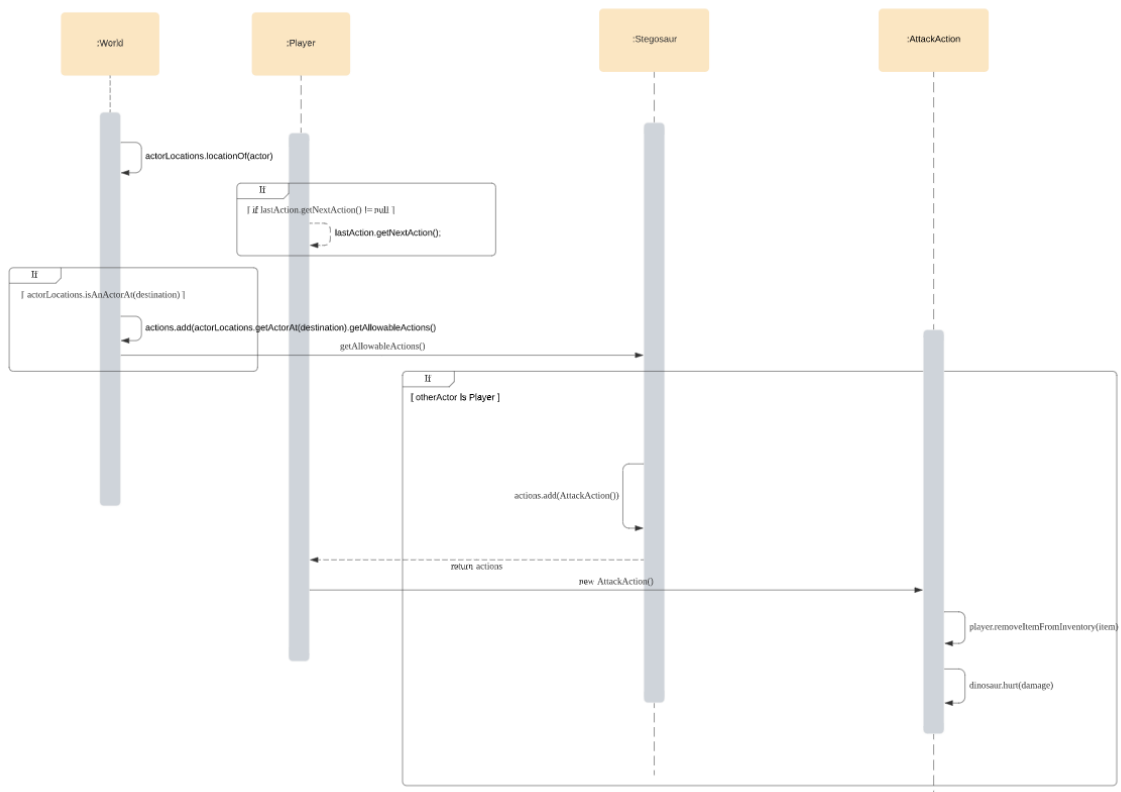
When Brachiosaur steps on the bush



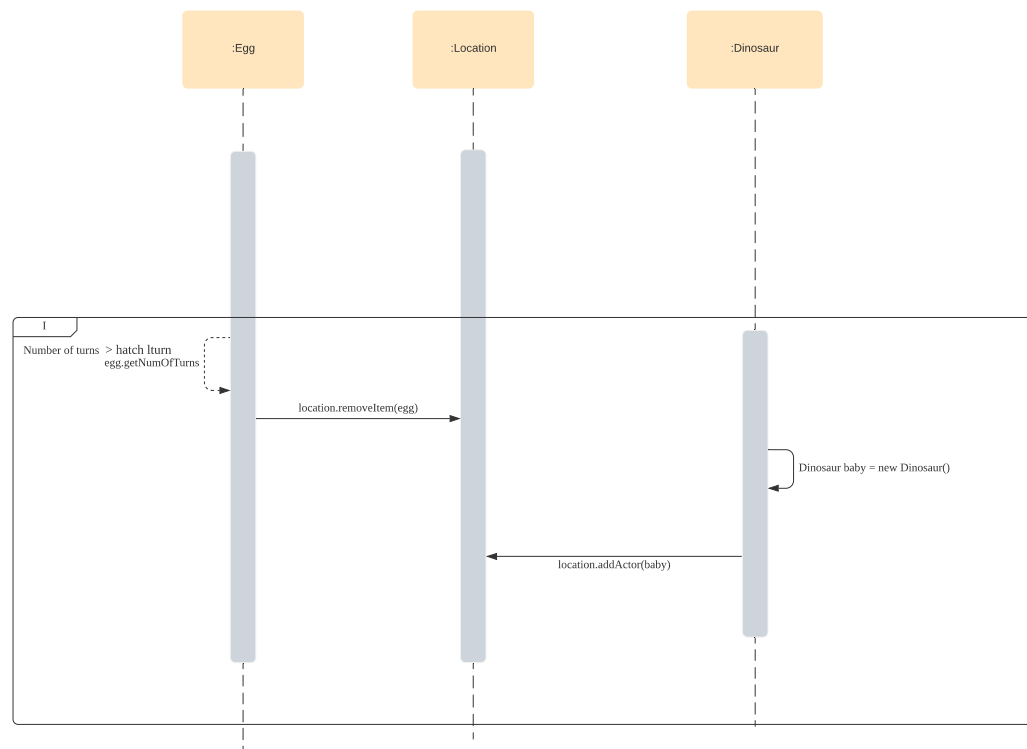
When player feeds Dinosaur (Feed Dinosaur Action)



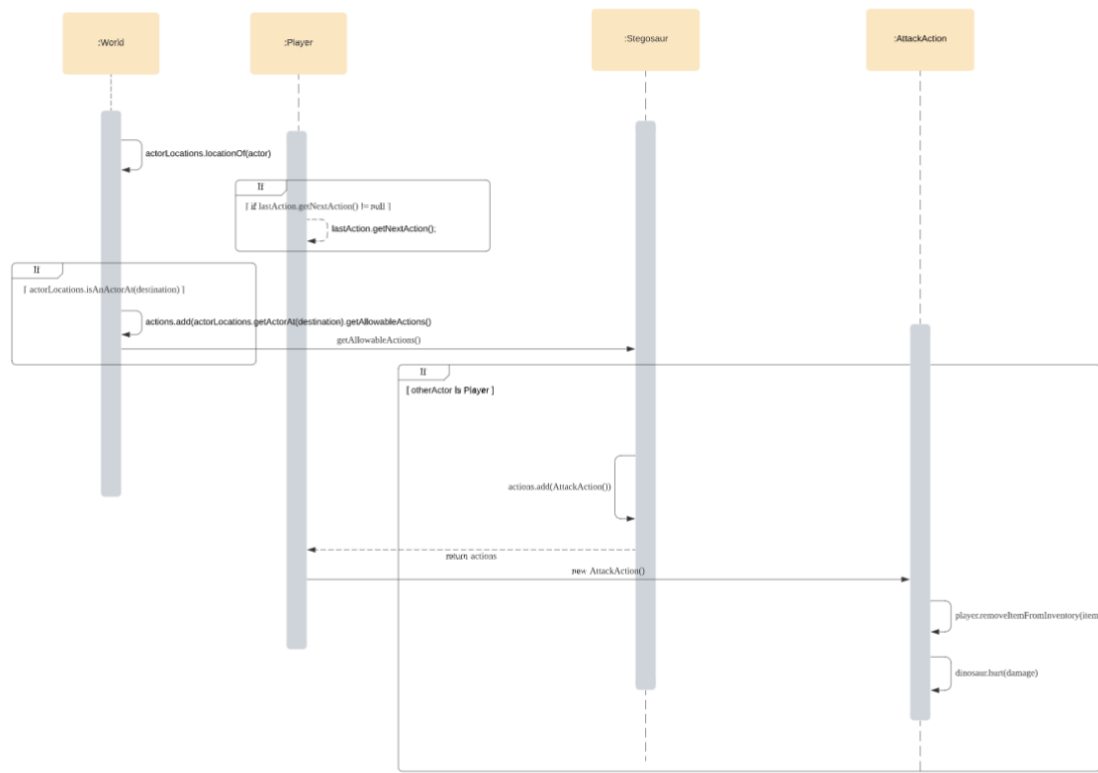
When hungry Stegosaur seeks food



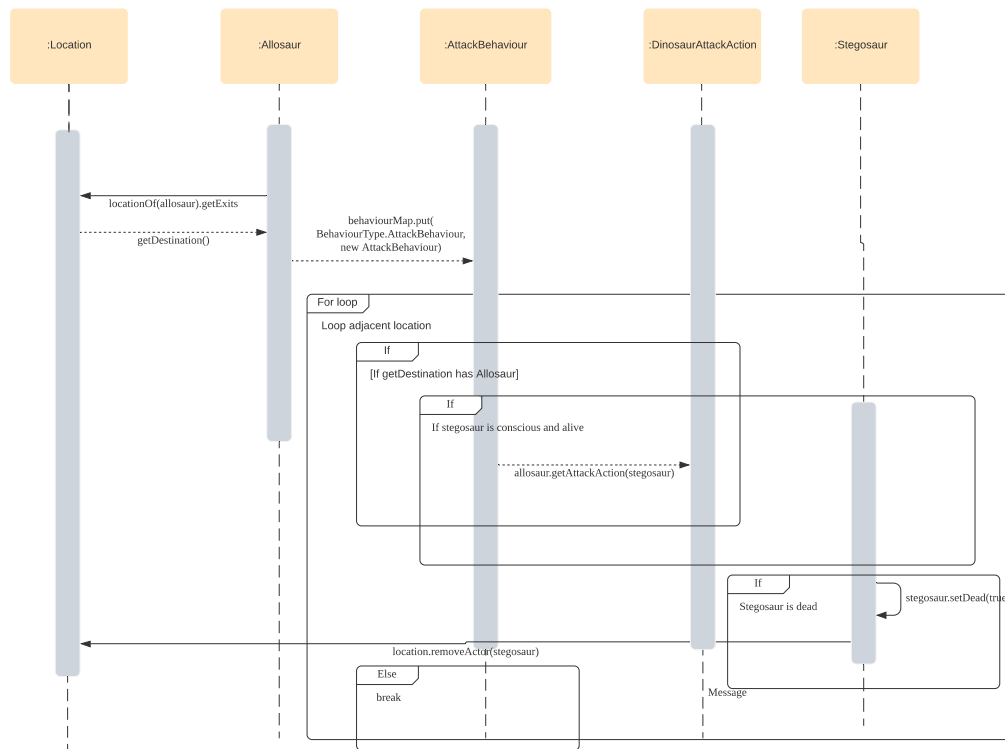
When Egg is hatching and baby dinosaur is born



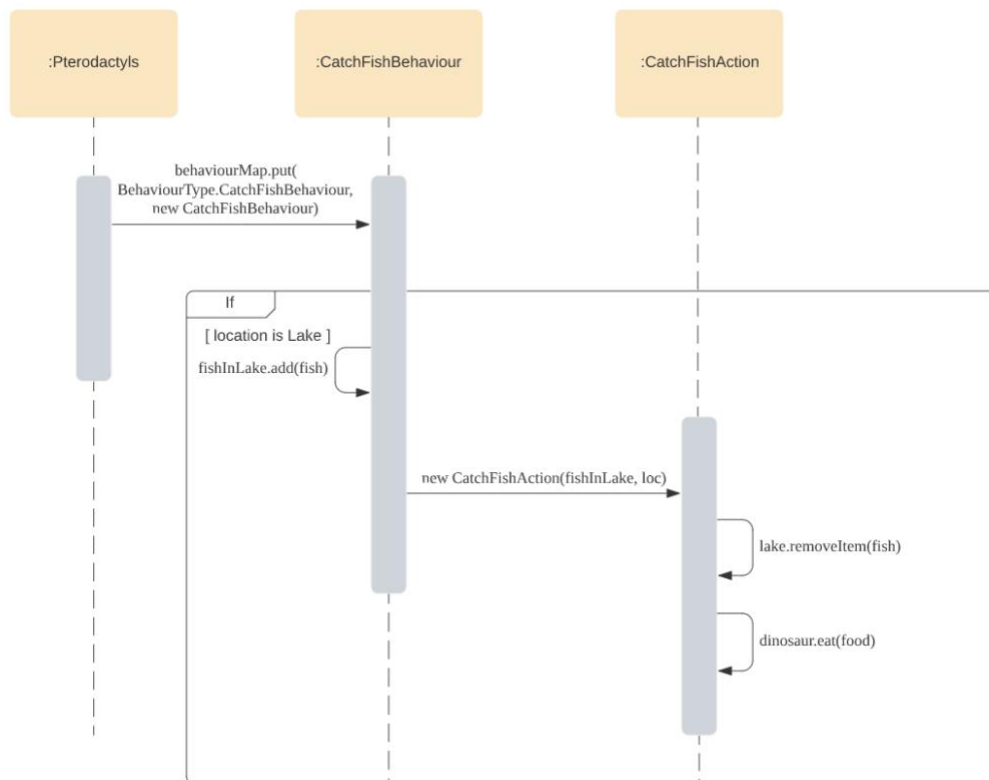
When player attacks Stegosaur with or without Laser Gun



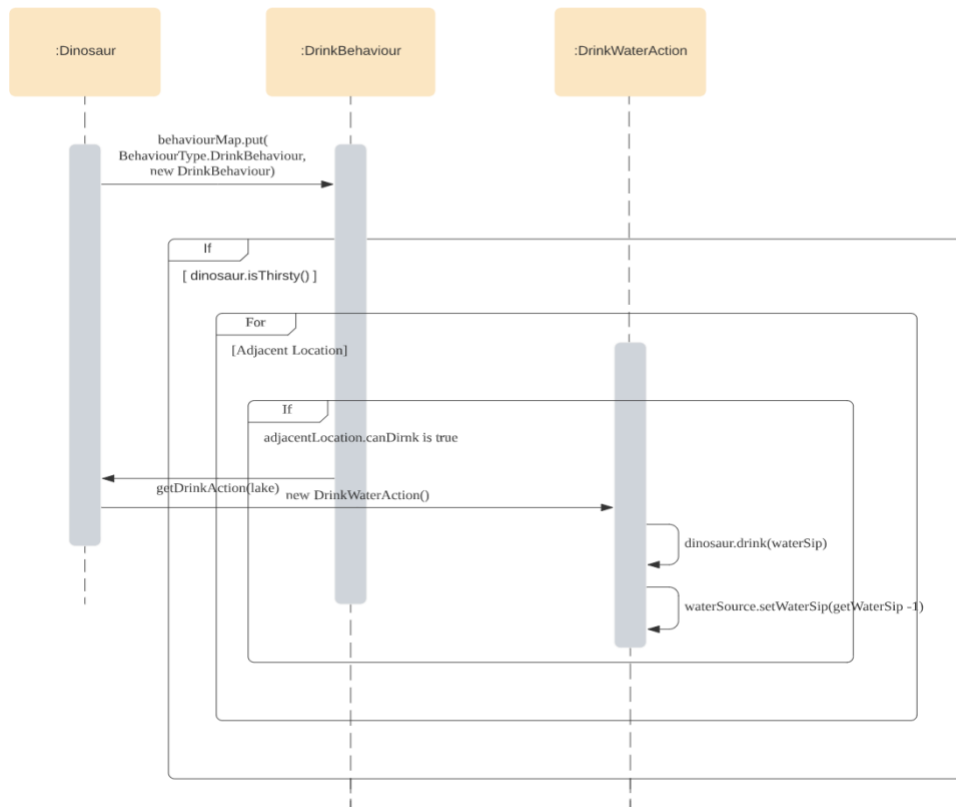
When Allosaur attacks Stegosaur



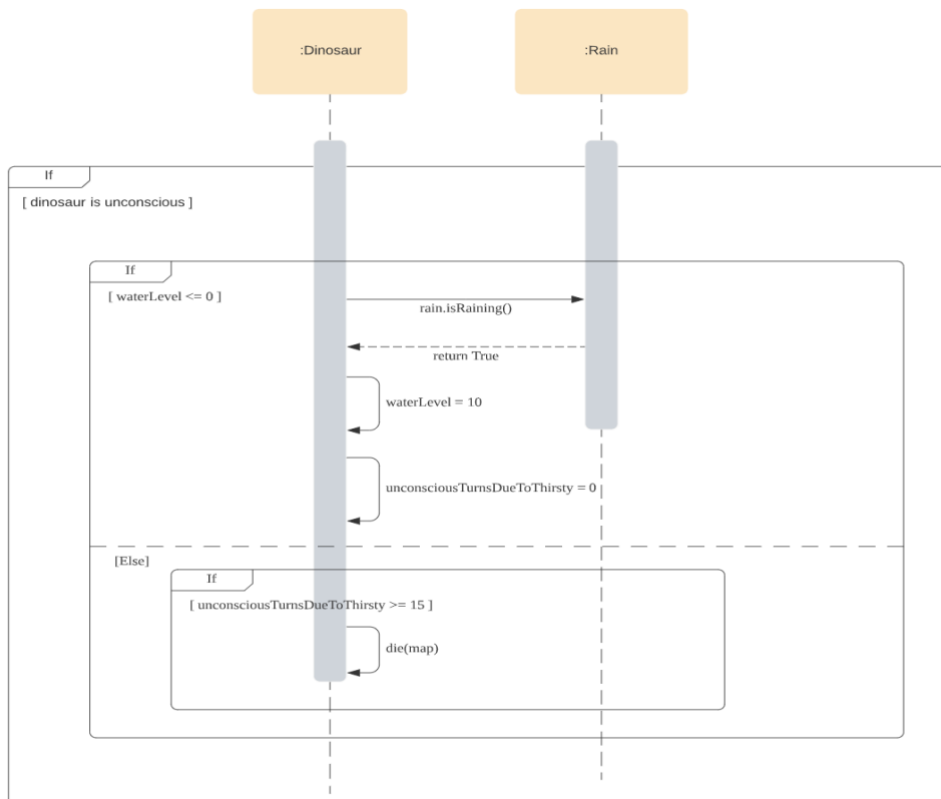
Pterodactyls catch fish from Lake (Catch Fish Action)



Dinosaur drinks water (DrinkWaterAction)



Water Level of Unconscious Dinosaur increases by 10 when it is raining



Player crosses to another map

