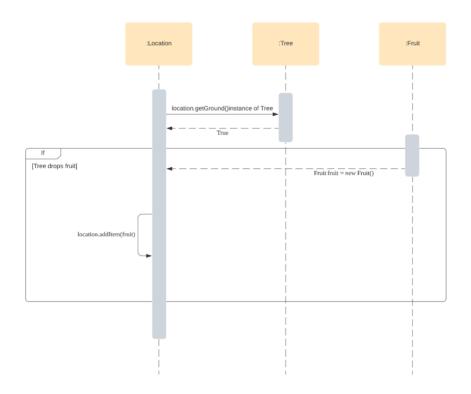
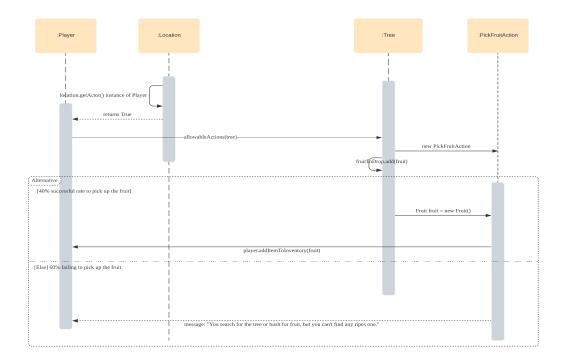
# UML Interaction Diagram – Lim Shir Yin (31059546), Tan Jie Yen (31171184)

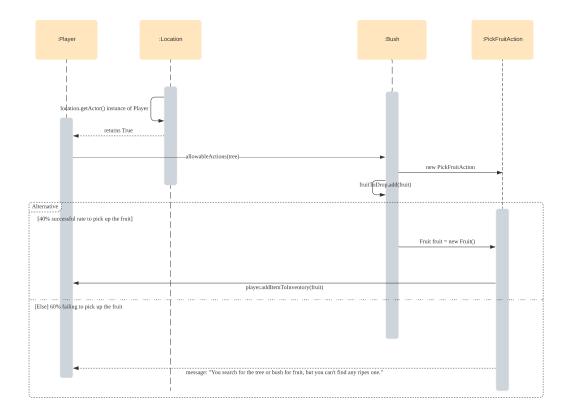
## When a Tree drop Fruit



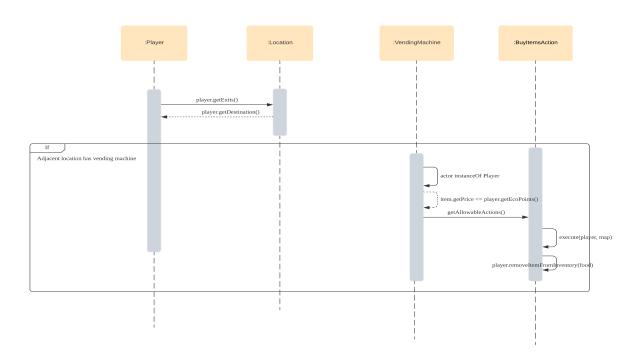
## When Player try to pick fruit from the Tree



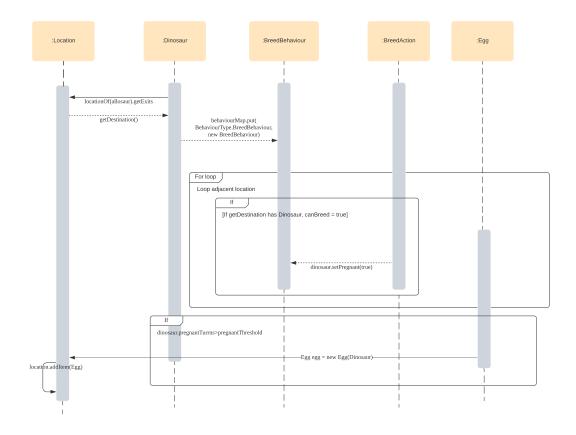
# When Player try to pick fruit from the Bush



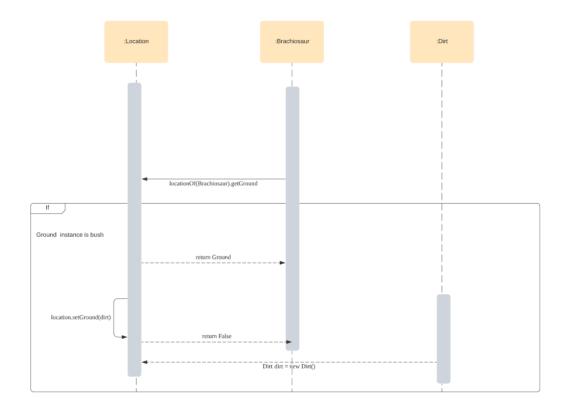
# Players buy items from the vending machine



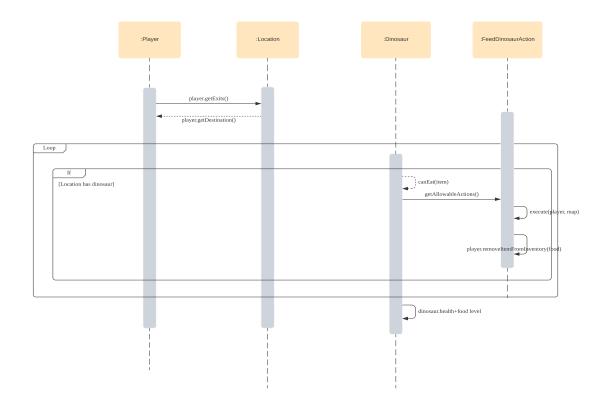
## When a Dinosaur breeds and lays an Egg



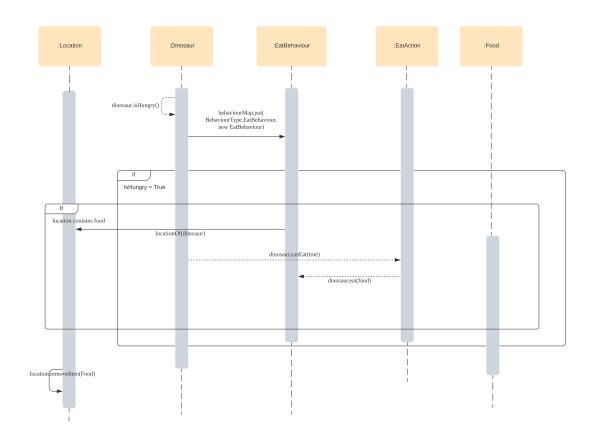
#### When Brachiosaur step on the bush



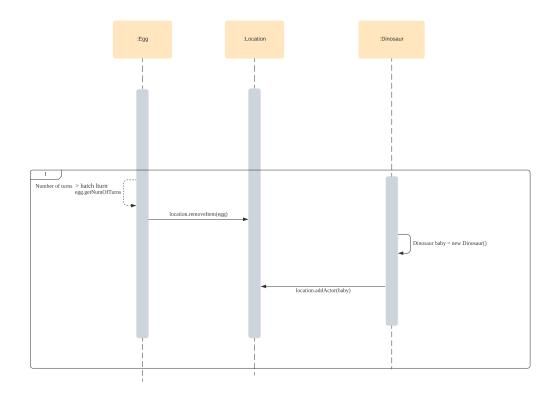
## When player feeds Dinosaur



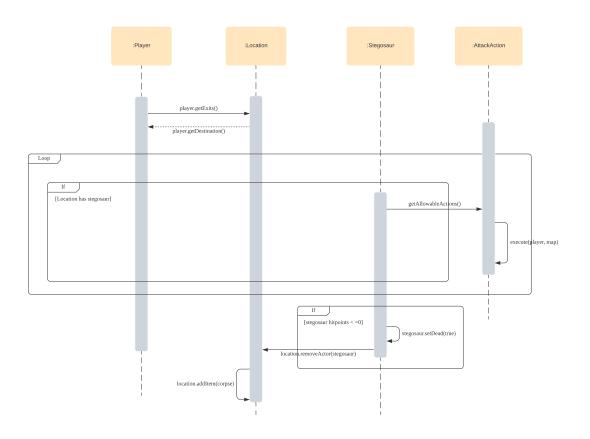
# When hungry Stegosaur seek food



# When Egg is hatch and baby dinosaur is born



# When player attack Stegosaur with or without Laser Gun



## When Allosaur attack Stegosaur

