MONASH University
Information Technology

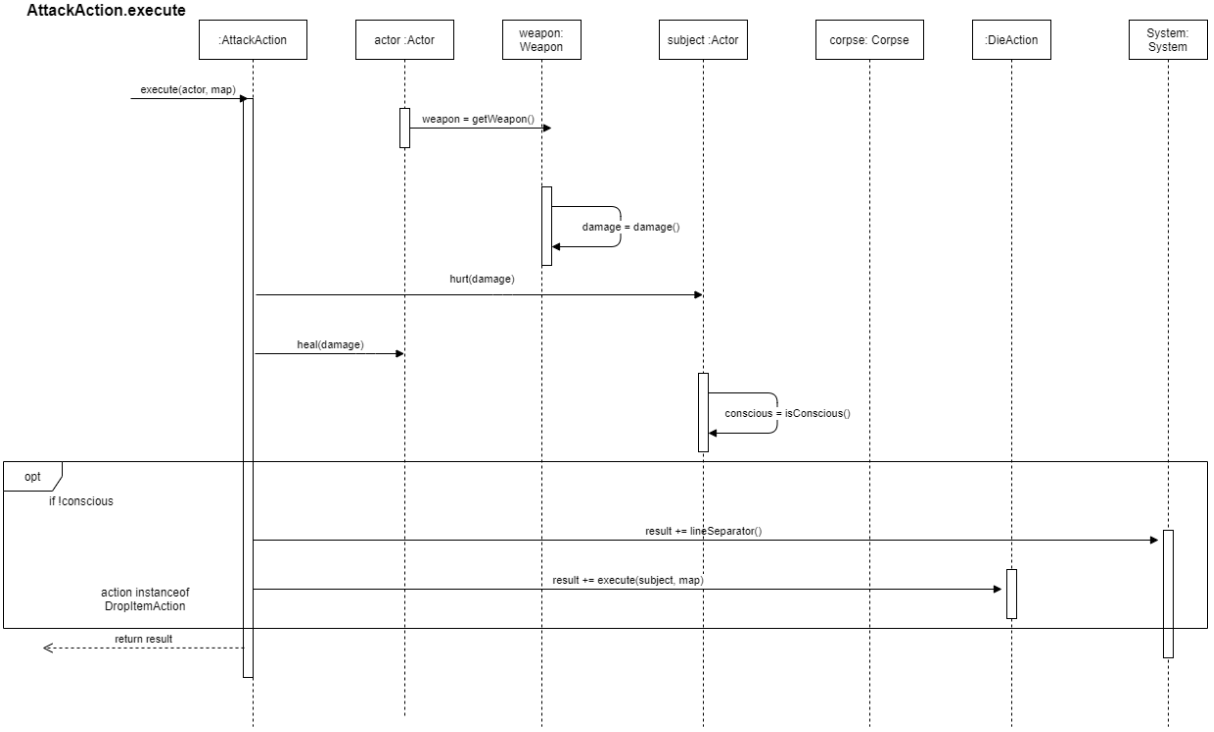
FIT2099 Assignment 2: Revised Sequence Diagram

Team: **Tute03Team100**

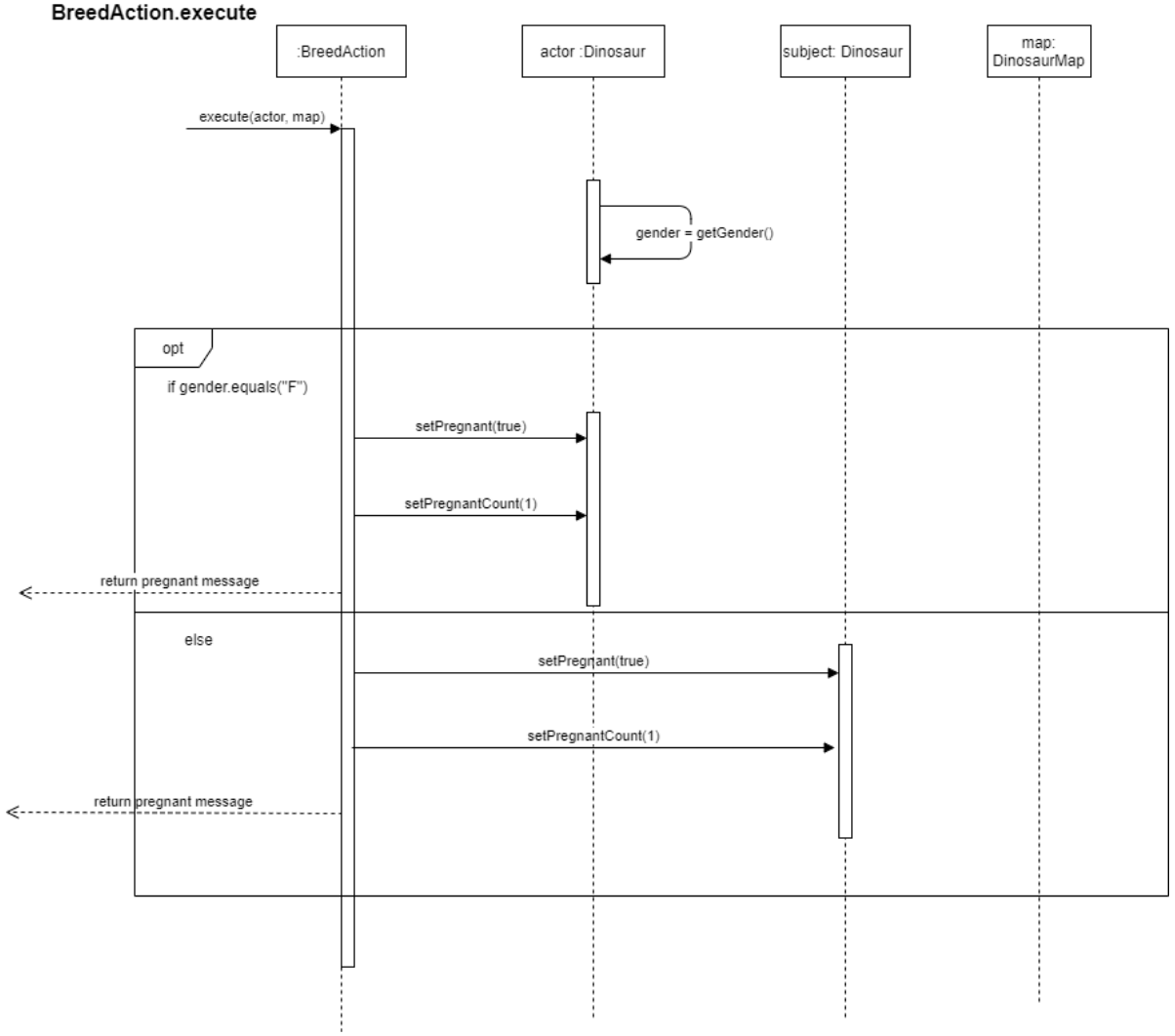
Team members:

Student Name	**Student ID**
Tan Ke Xin	30149258
Marcus Lim Tau Whang	30734819

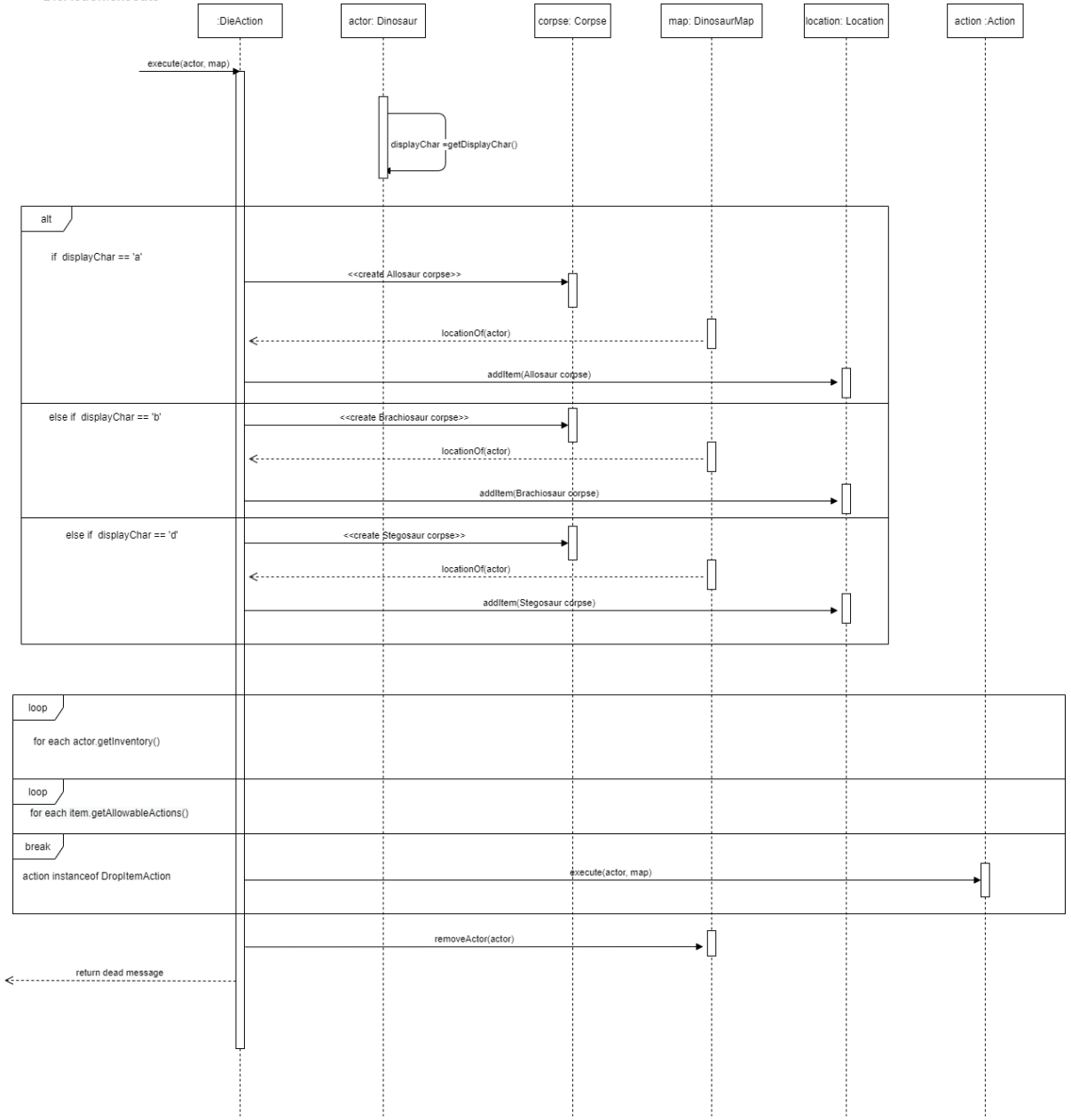
AttackAction.execute



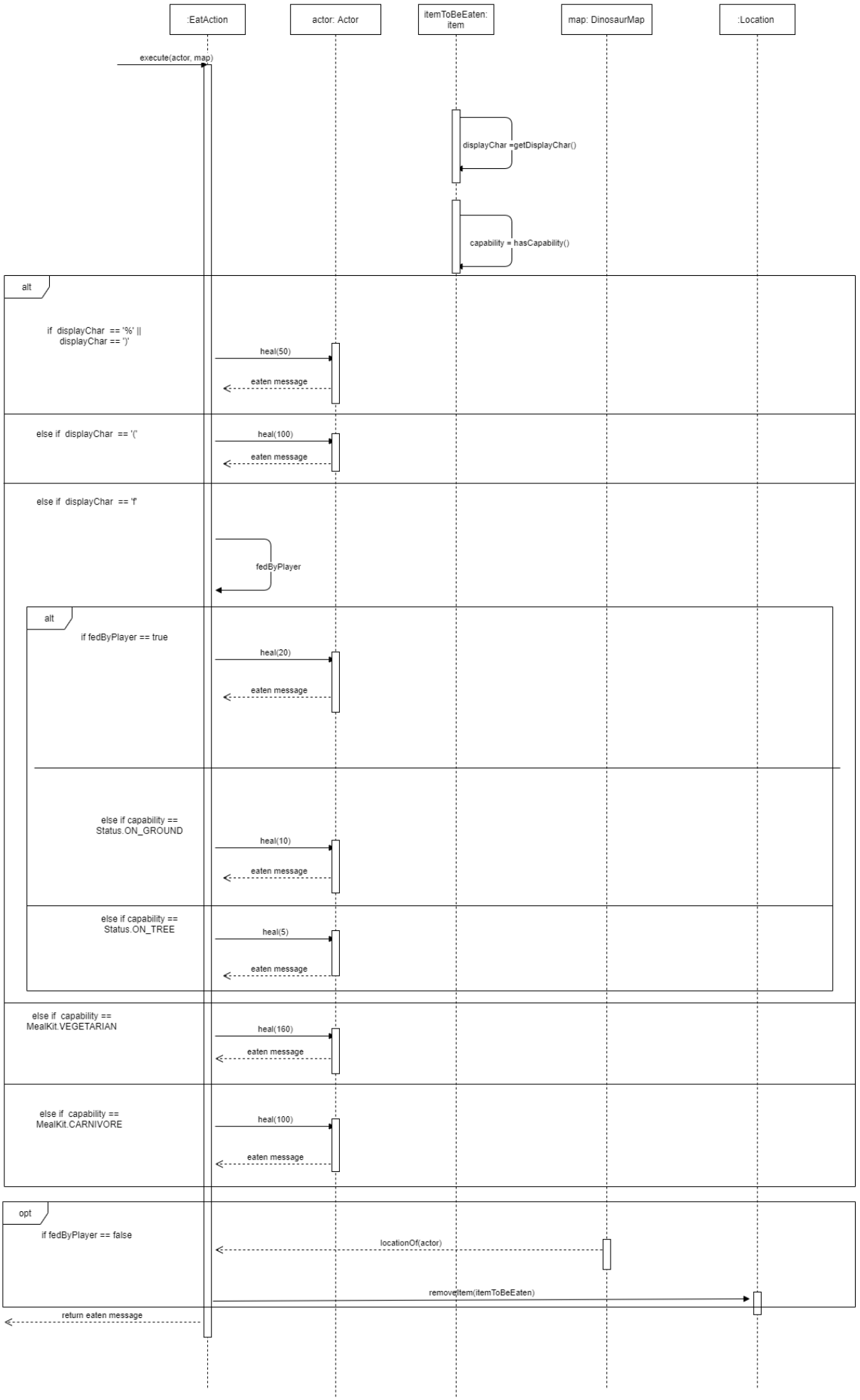
BreedAction.execute

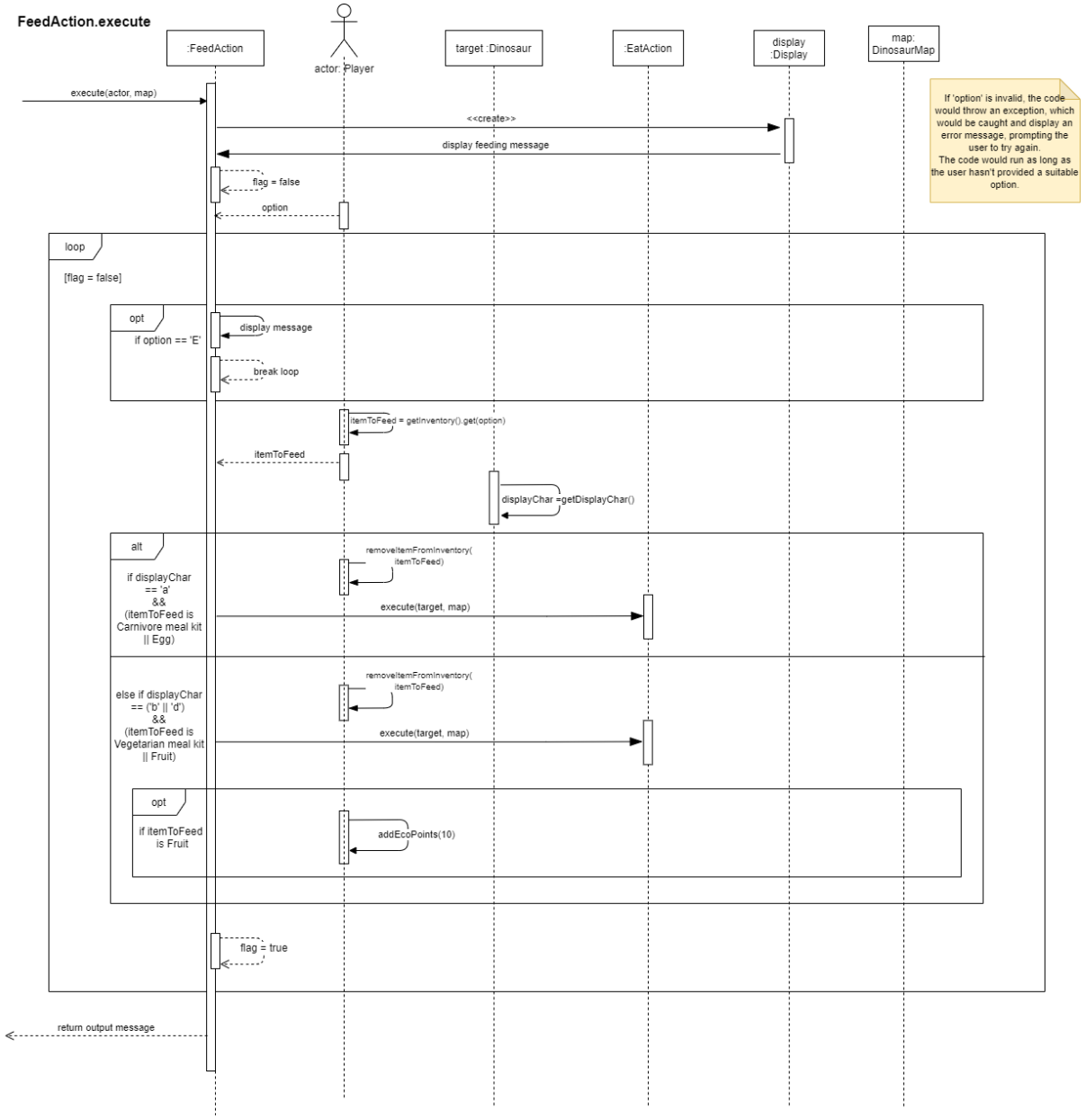


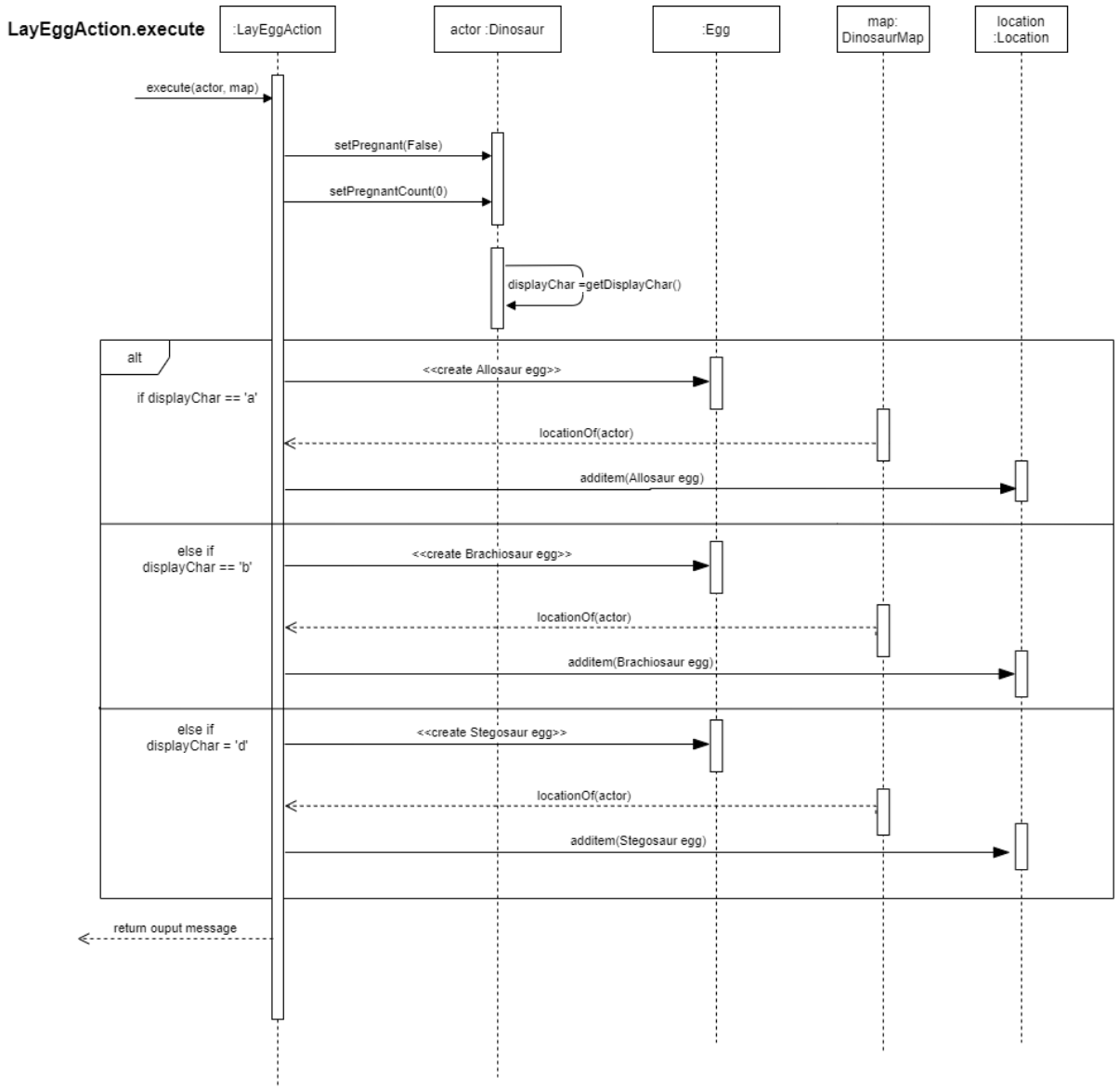
DieAction.execute

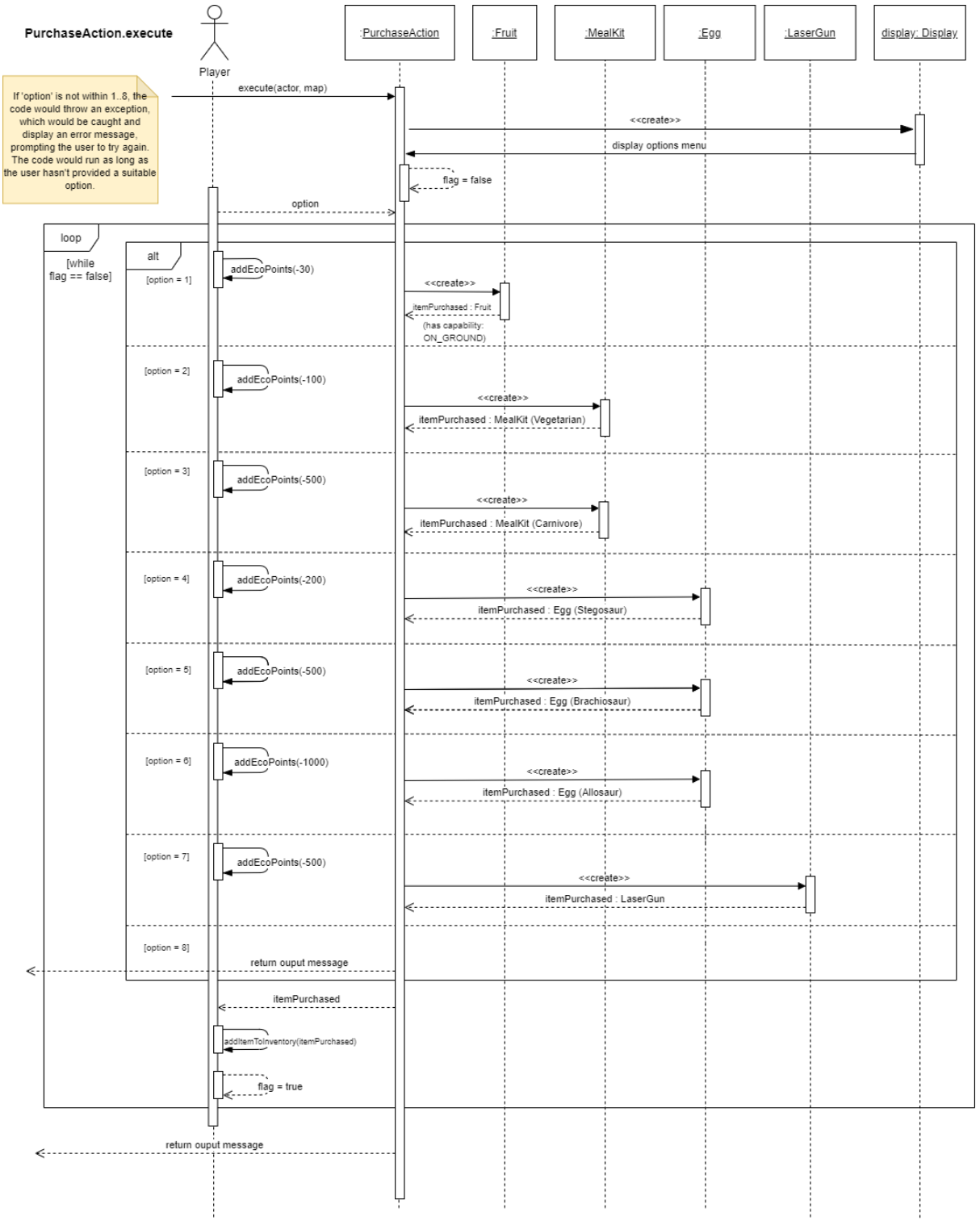


EatAction.execute

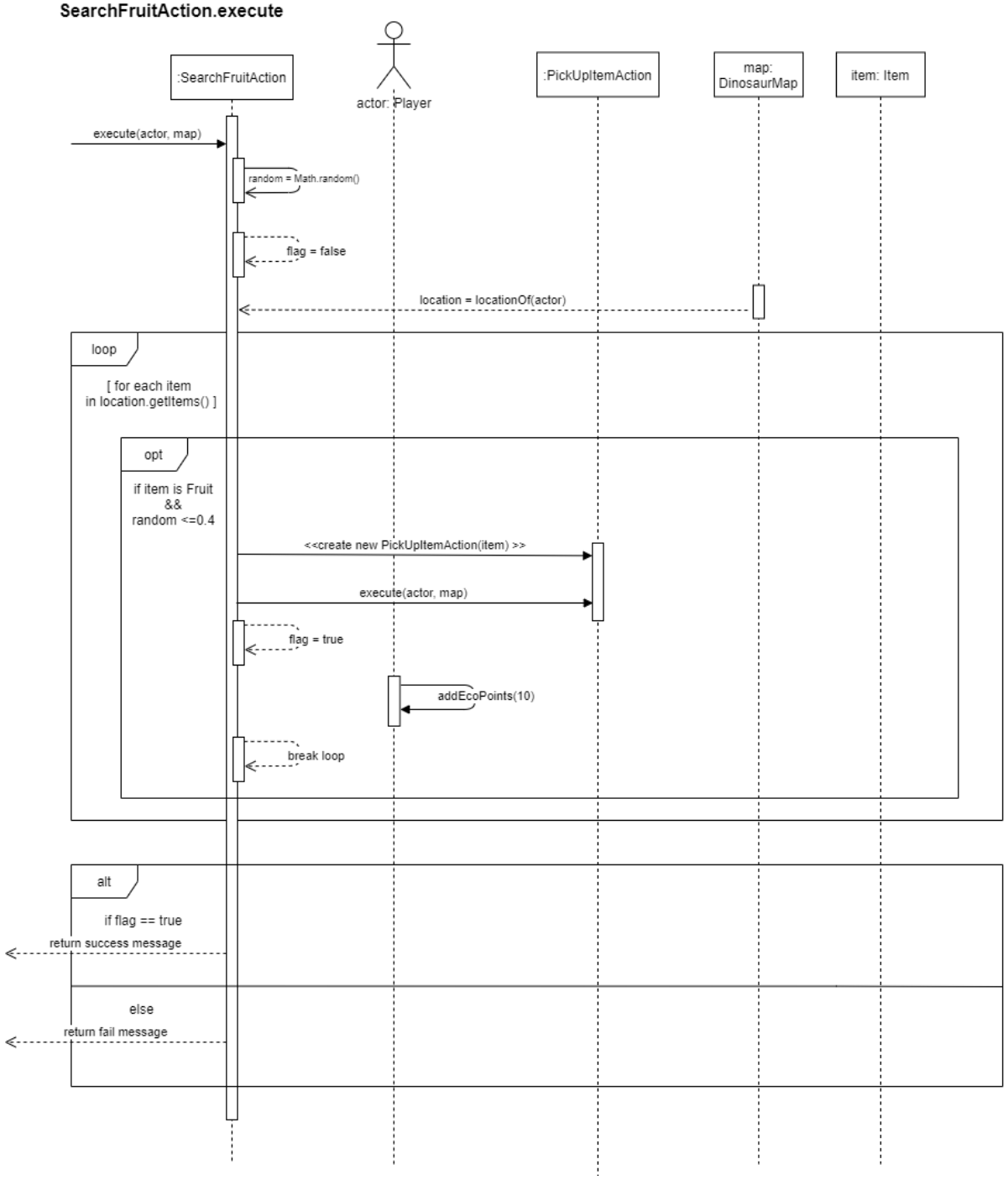
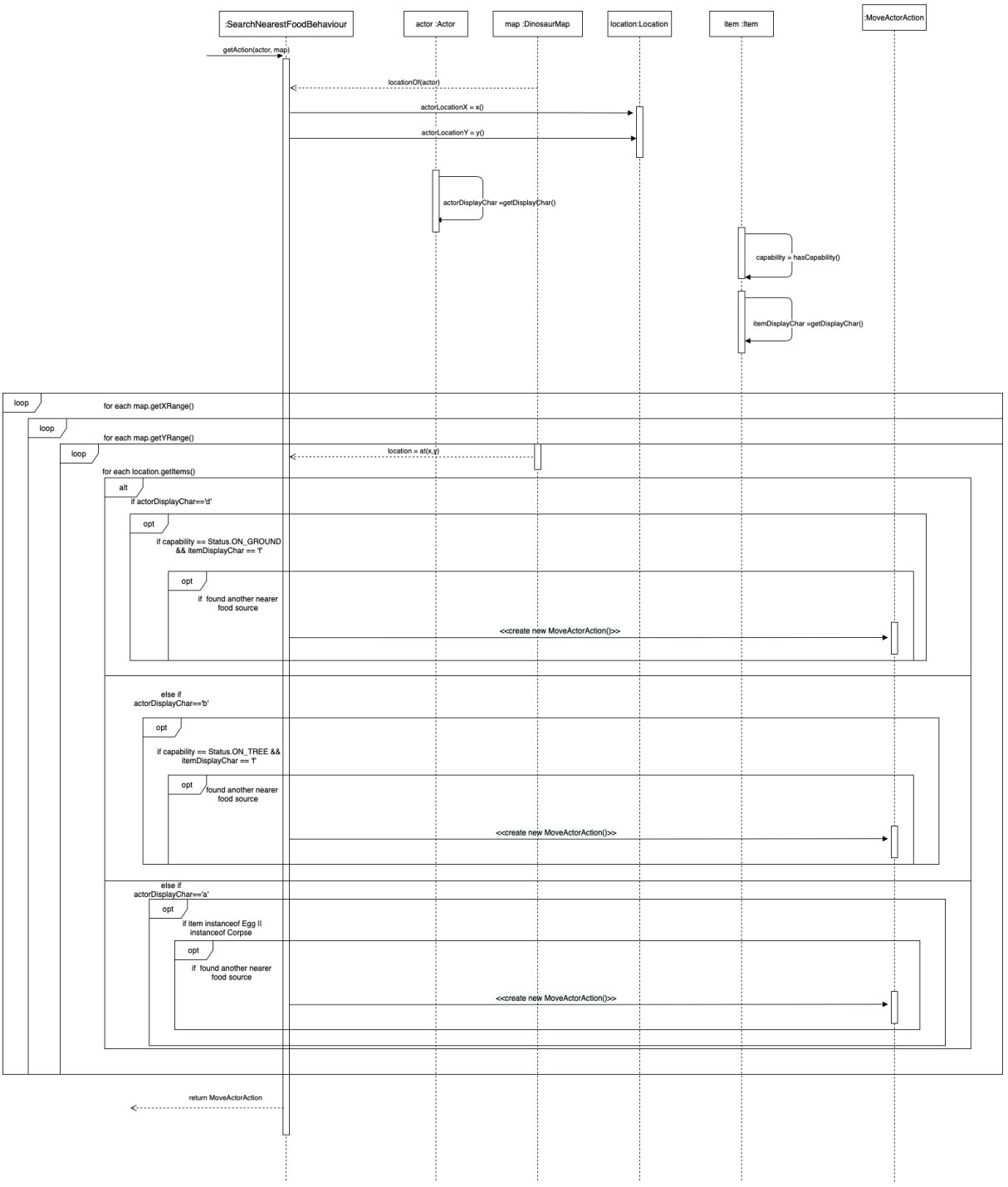



FeedAction.execute
:FeedAction
actor :Player
target :Dinosaur
:EatAction
display :Display
map: DinosaurMap
execute(actor, map)
<<create>>
display feeding message
flag = false
option
If 'option' is invalid, the code would throw an exception, which would be caught and display an error message, prompting the user to try again.
The code would run as long as the user hasn't provided a suitable option.
loop
[flag = false]
opt
if option == 'E'
display message
break loop
itemToFeed = getInventory().get(option)
itemToFeed
displayChar =getDisplayChar()
alt
if displayChar == 'a' && (itemToFeed is Carnivore meal kit || Egg)
removeItemFromInventory(itemToFeed)
execute(target, map)
else if displayChar == ('b' || 'd') && (itemToFeed is Vegetarian meal kit || Fruit)
removeItemFromInventory(itemToFeed)
execute(target, map)
opt
if itemToFeed is Fruit
addEcoPoints(10)
flag = true
return output message


LayEggAction.execute
:LayEggAction
actor :Dinosaur
:Egg
map:
DinosaurMap
location
:Location
execute(actor, map)
setPregnant(False)
setPregnantCount(0)
displayChar =getDisplayChar()
alt
if displayChar == 'a'
<<create Allosaur egg>>
locationOf(actor)
additem(Allosaur egg)
else if
displayChar == 'b'
<<create Brachiosaur egg>>
locationOf(actor)
additem(Brachiosaur egg)
else if
displayChar = 'd'
<<create Stegosaur egg>>
locationOf(actor)
additem(Stegosaur egg)
return ouput message


PurchaseAction.execute
Player
:PurchaseAction
:Fruit
:MealKit
:Egg
:LaserGun
display: Display
If 'option' is not within 1..8, the code would throw an exception, which would be caught and display an error message, prompting the user to try again. The code would run as long as the user hasn't provided a suitable option.
execute(actor, map)
<<create>>
display options menu
flag = false
option
loop
[while flag == false]
alt
[option = 1]
addEcoPoints(-30)
<<create>>
itemPurchased : Fruit
(has capability: ON_GROUND)
[option = 2]
addEcoPoints(-100)
<<create>>
itemPurchased : MealKit (Vegetarian)
[option = 3]
addEcoPoints(-500)
<<create>>
itemPurchased : MealKit (Carnivore)
[option = 4]
addEcoPoints(-200)
<<create>>
itemPurchased : Egg (Stegosaur)
[option = 5]
addEcoPoints(-500)
<<create>>
itemPurchased : Egg (Brachiosaur)
[option = 6]
addEcoPoints(-1000)
<<create>>
itemPurchased : Egg (Allosaur)
[option = 7]
addEcoPoints(-500)
<<create>>
itemPurchased : LaserGun
[option = 8]
return ouput message
itemPurchased
addItemToInventory(itemPurchased)
flag = true
return ouput message

SearchFruitAction.execute



SearchNearestFoodBehaviour.getAction