

## **FIT2099 Assignment 3: Updated Sequence Diagram**

Team: **Tute03Team100**

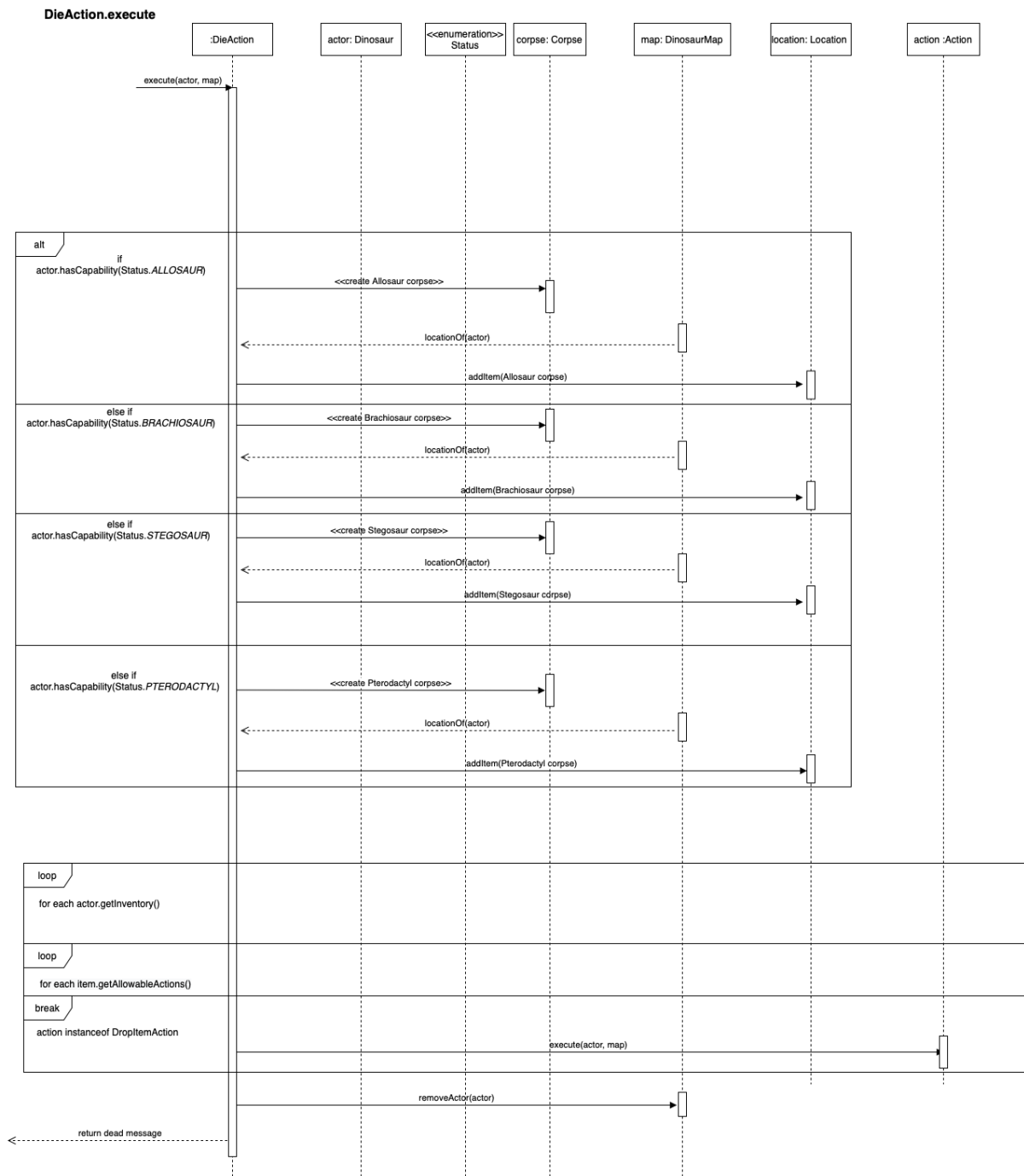
Team members:

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**NOTE:**

- Sequence diagram related to actions below are not updated (therefore these related sequence diagram will be excluded in this document):
  - AttackAction
  - BreedAction
  - SearchFruitAction
  
- Sequence diagram related to actions mentioned below **are updated**(respective sequence diagram is shown below):
  - DieAction
  - EatAction
  - FeedAction
  - LayEggAction
  - PurchaseAction
  - SearchNearestFoodBehaviour
  
- Newly added sequence diagram are:
  - SearchNearestLakeBehaviour
  - DrinkAction

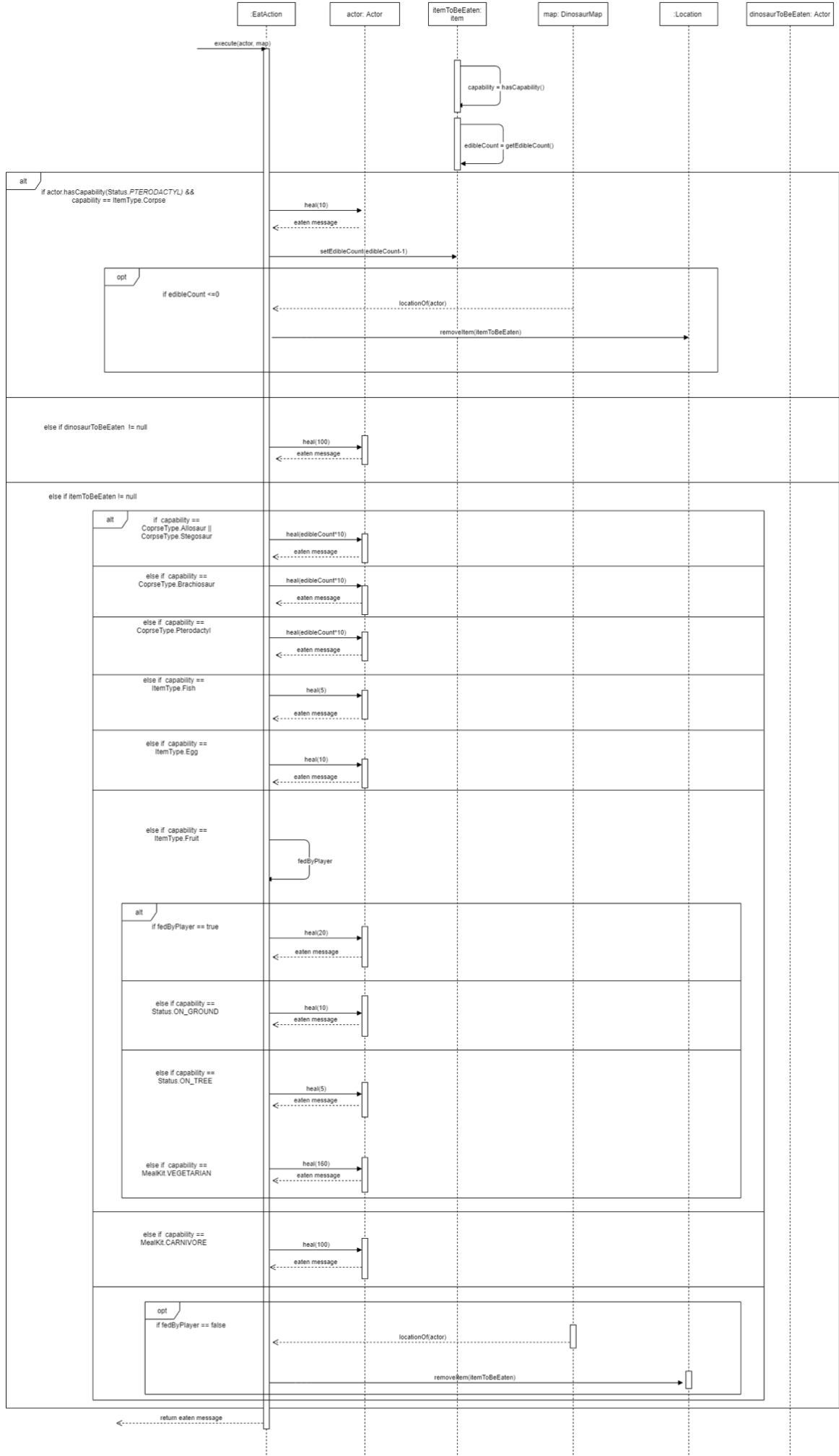
## Updated Sequence Diagrams



### Updates our team made on DieAction.execute:

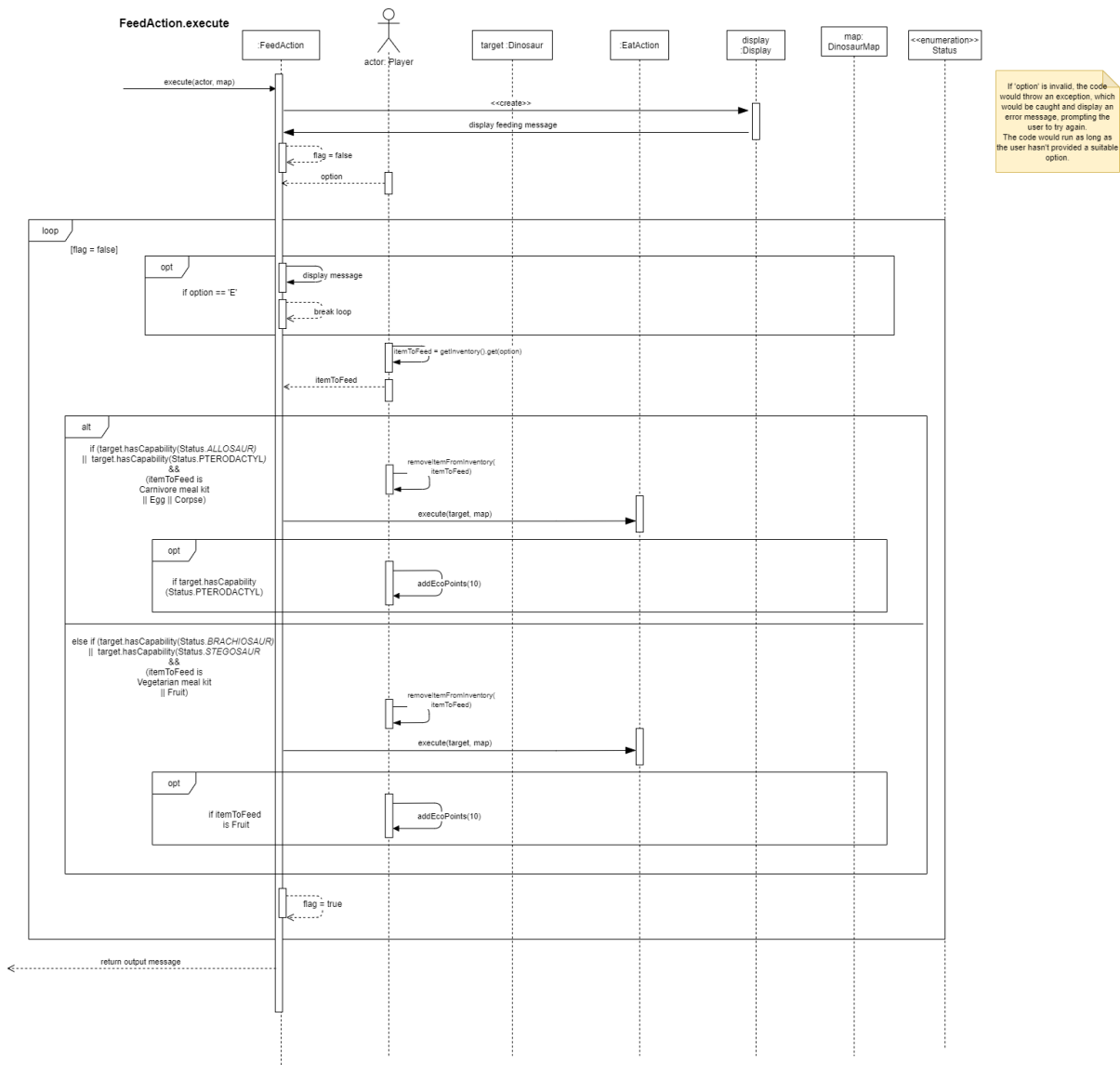
- Instead of relying on the `displayChar` of the actor, we now use the respective **type Enum** as a capability for that actor instance.
- Added another **else if** to handle cases where the actor is of type Enum **Status.Pterodactyl**.

# EatAction.execute



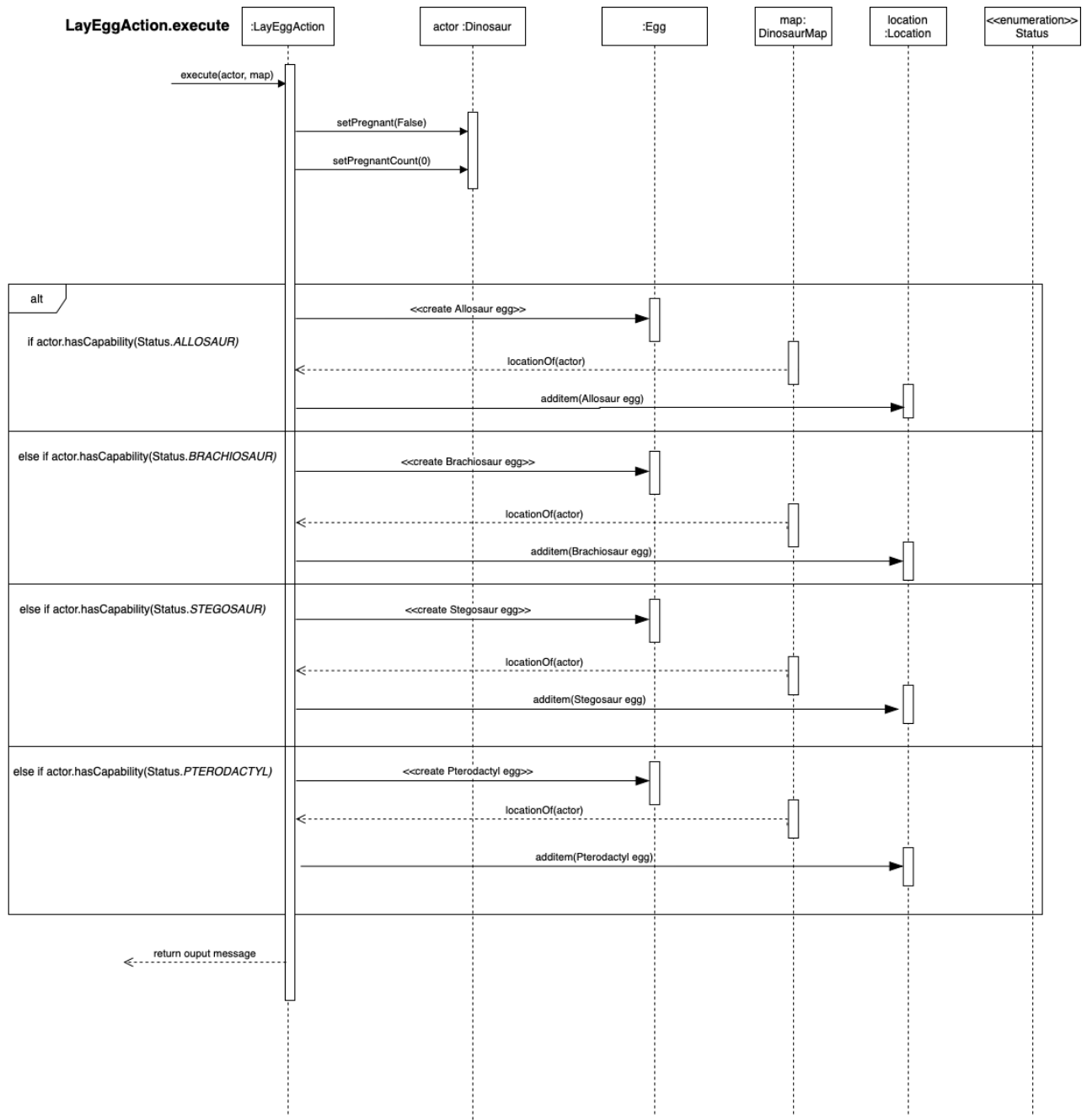
## Updates our team made on EatAction.execute:

- Instead of relying on the displayChar of the actor, we now use the respective **type Enum** as a capability for that actor/item instance.
- Added another **else if** to handle cases where the itemToBeEaten is of type Enum **ItemType.Fish**
- Added more condition handling to handle cases involving the new dinosaur, Pterodactyl.



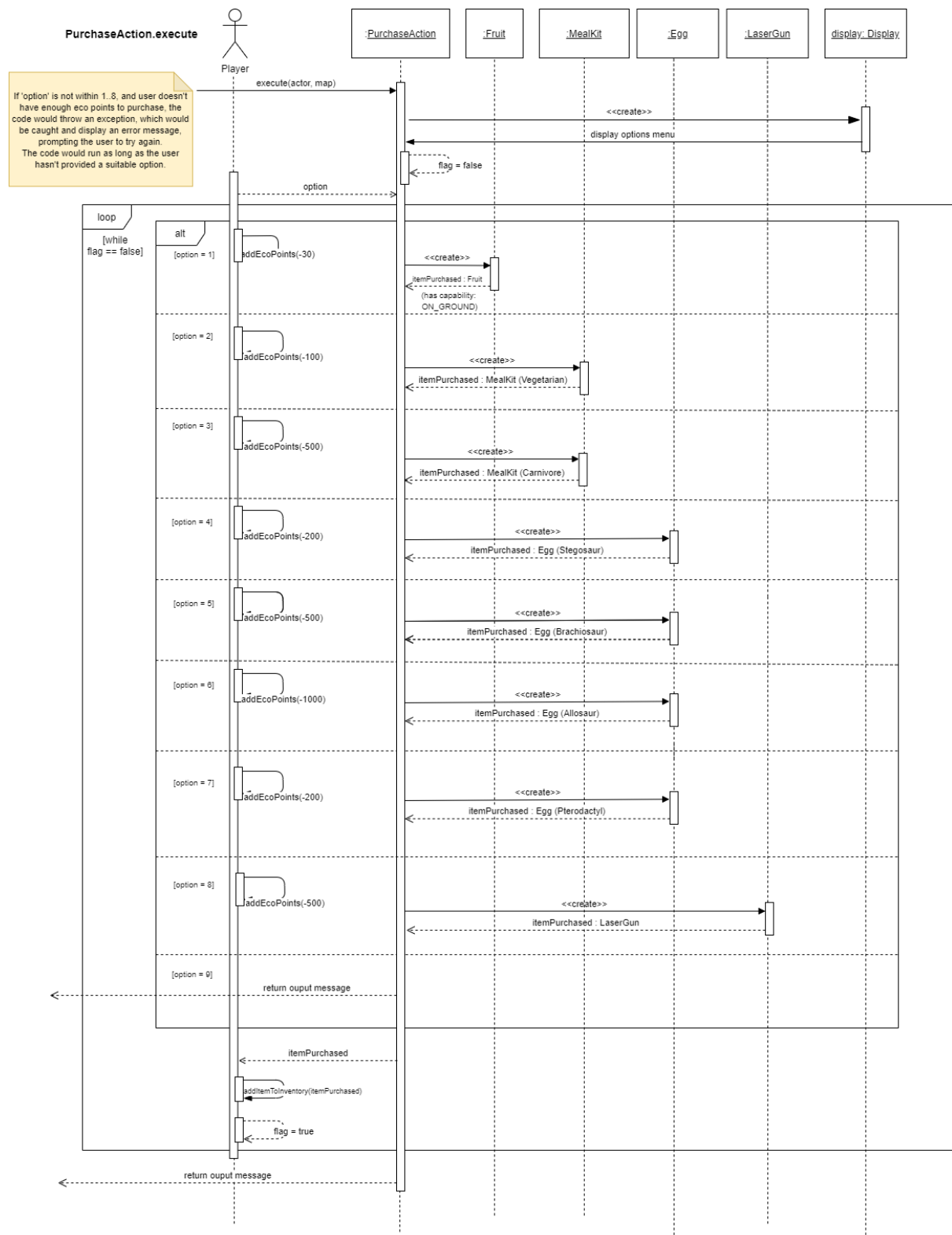
## Updates our team made on FeedAction.execute:

- Instead of relying on the displayChar of the actor, we now use the respective **type Enum** as a capability for that target instance.
- Updated condition handling to tackle cases when the target is of type **Status.Pterodactyl**.



### Updates our team made on LayEggAction.execute:

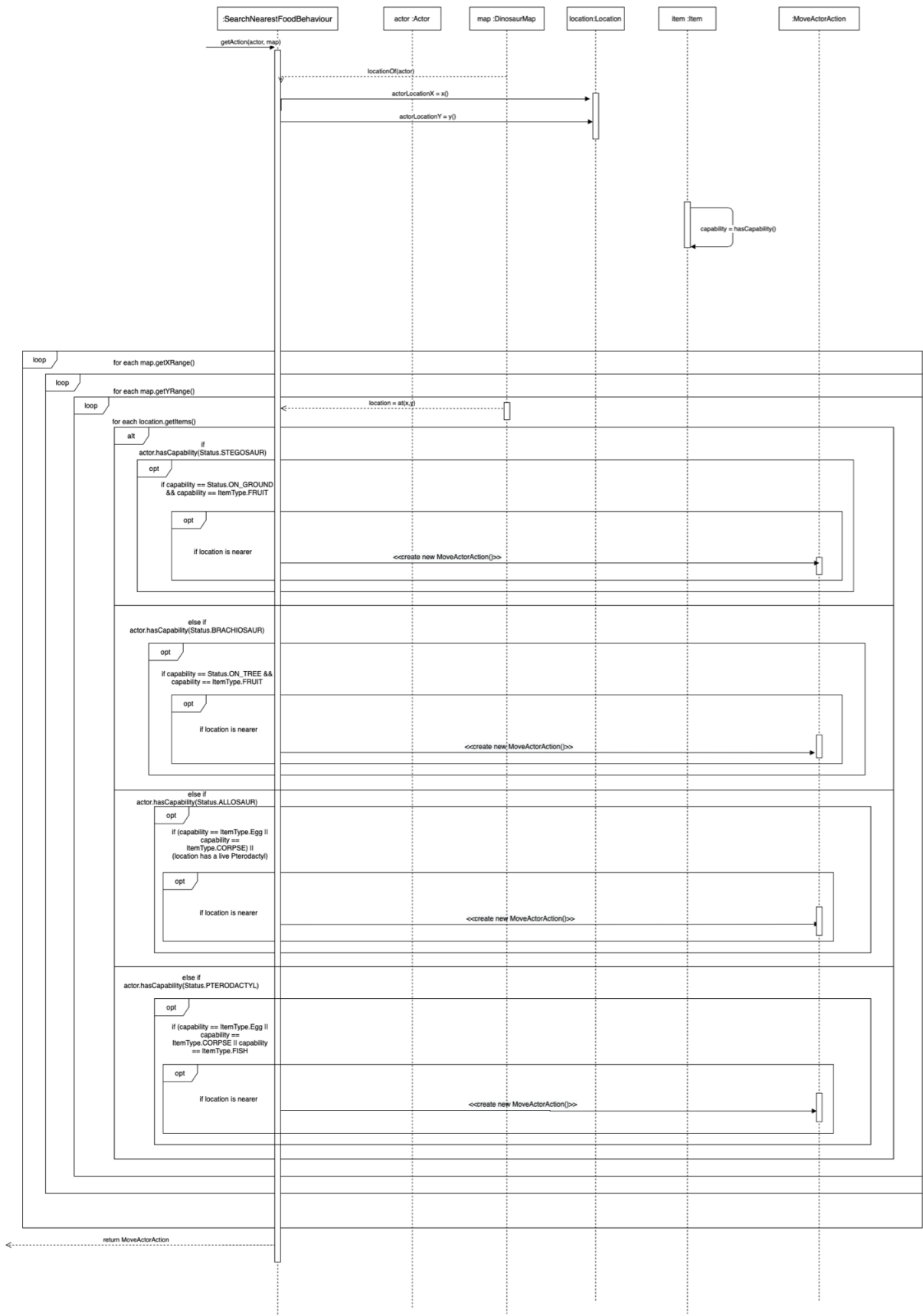
- Instead of relying on the displayChar of the actor, we now use the respective **type Enum** as a capability for that actor instance.
- Added another **else if** to handle cases where the actor is of type Enum **Status.Pterodactyl**.



### Updates our team made on PurchaseAction.execute:

- Added another **option** where itemPurchased is Pterodactyl's egg.

# SearchNearestFoodBehaviour.getAction



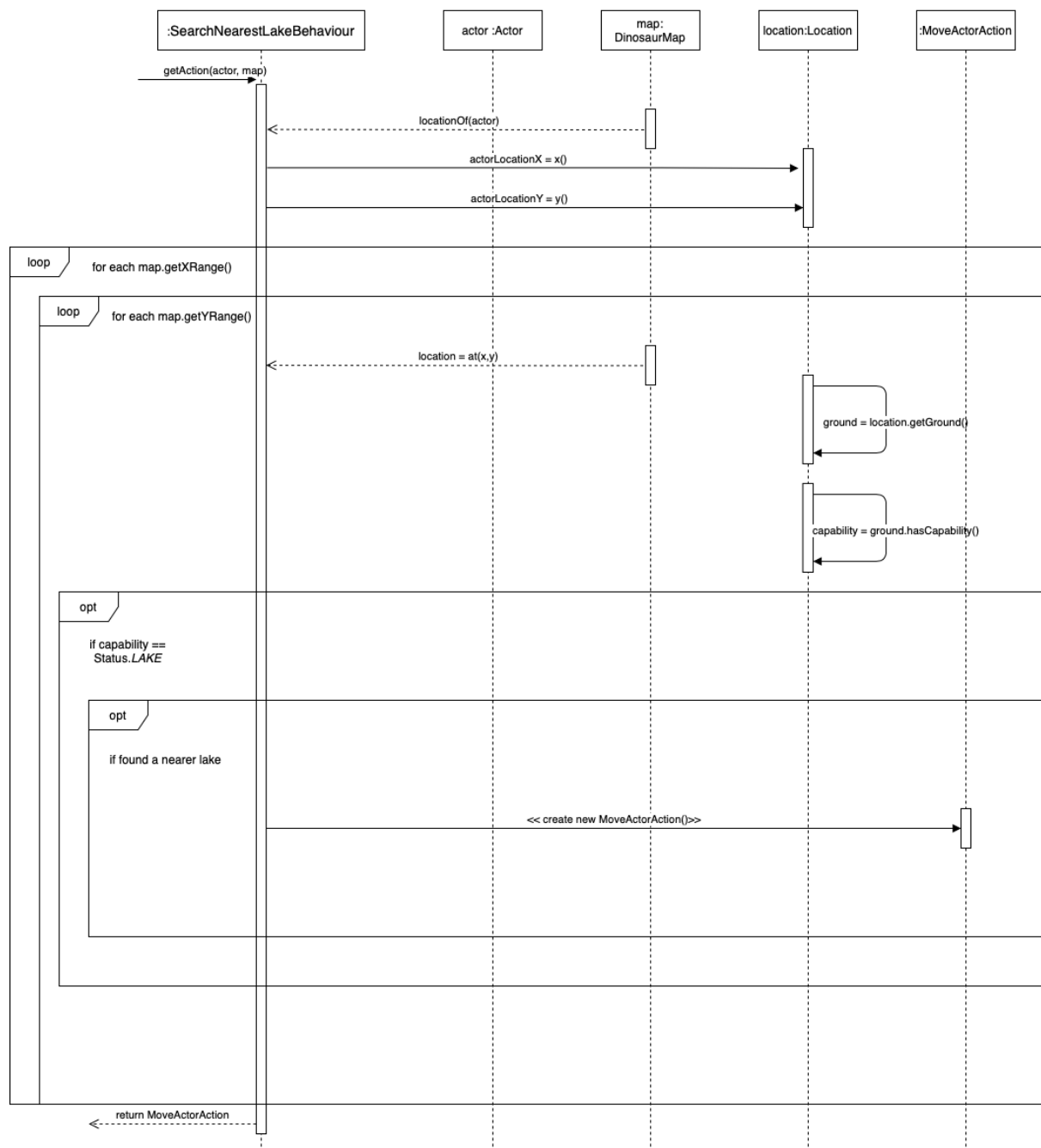


## Updates our team made on SearchNearestFoodBehaviour.getAction:

- Instead of relying on the displayChar of the actor, we now use the respective **type Enum** as a capability for that actor/item instance.

## Newly added Sequence Diagrams

SearchNearestLakeBehaviour.getAction



DrinkAction.execute

