

FIT2099 Assignment 3: Updated Class Diagram

Team: Tute03Team100

Team members:

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NOTE:

- Class diagram related to Players and its possible actions is not updated(therefore it will be excluded in this document).
- Class diagram mentioned below are updated:
 - o Dinosaurs and its related actions/behaviours
 - Ground elements (dirt/tree/bushes/lake)
 - o Possible items on map

Updated Class Diagrams

edu.monash.fit2099.game.dinosaurs edu.monash.fit2099.engine «abstract» <<interface>> <<abstract>> extends DoNothingAction Actions Status Stegosaur return return Brachiosaur edu.monash.fit2099.game FollowBehaviour .getAction Pterodactyl .getAction return SearchNearestFoodBehaviour .getAction Allosaur SearchNearestLakeBehavio .getAction

edu.monash.fit2099.game.actions

LayEggAction

return

DieAction

return

DrinkAction

return

EatAction

Class Diagram - Dinosaurs and Actions/Behaviours

Updates our team made on Class Diagram-Dinosaurs and Actions/Behaviours:

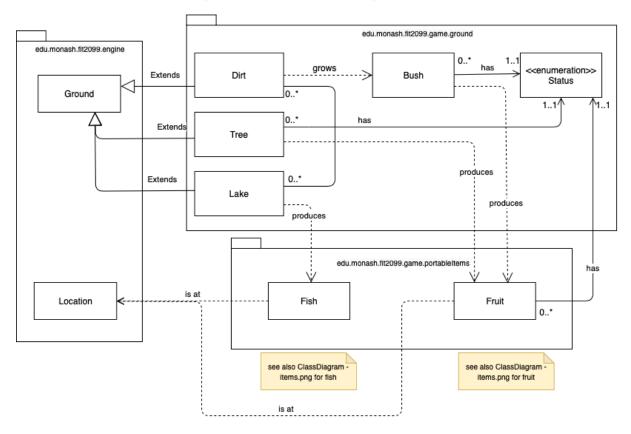
- Extended new Pterodactyl class from Dinosaur abstract class
- Implemented new SearchNearestLakeBehaviour.getAction
- Added new **DrinkAction** class

BreedAction

may involve

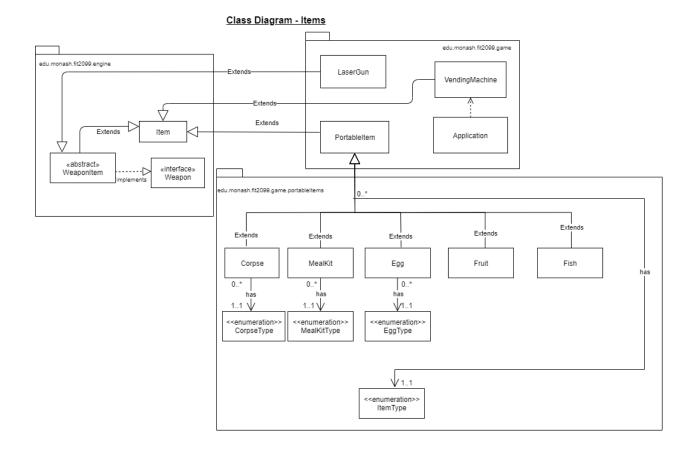
AttackAction

Class Diagram - Dirt, trees and bushes (plants and fruits)



<u>Updates our team made on Class Diagram-Dirt,trees, bushes:</u>

- Extended new class named Lake from Ground
- Lake class can produce a fish instance



<u>Updates our team made on Class Diagram-Items:</u>

- Extended a new class named **Fish** from PortableItems
- Added new Enum class named **ItemType** for PortableItem
- Added new Enum class name CorpseType for Corpse class