

FIT2099 Assignment 3: Updated Class Diagram

Team: **Tute03Team100**

Team members:

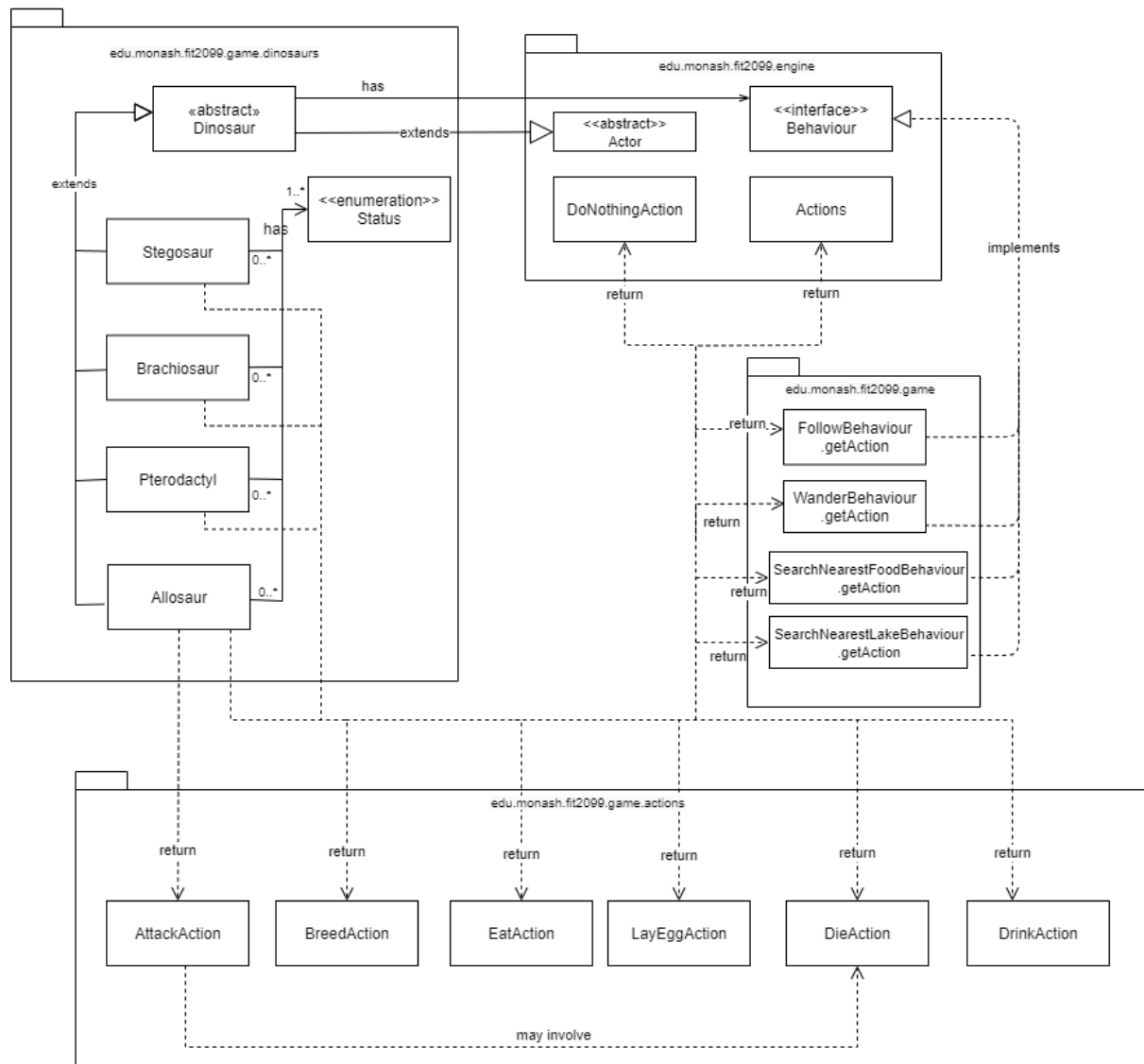
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NOTE:

- 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:**
 - Dinosaurs and its related actions/behaviours
 - Ground elements (dirt/tree/bushes/lake)
 - Possible items on map

Updated Class Diagrams

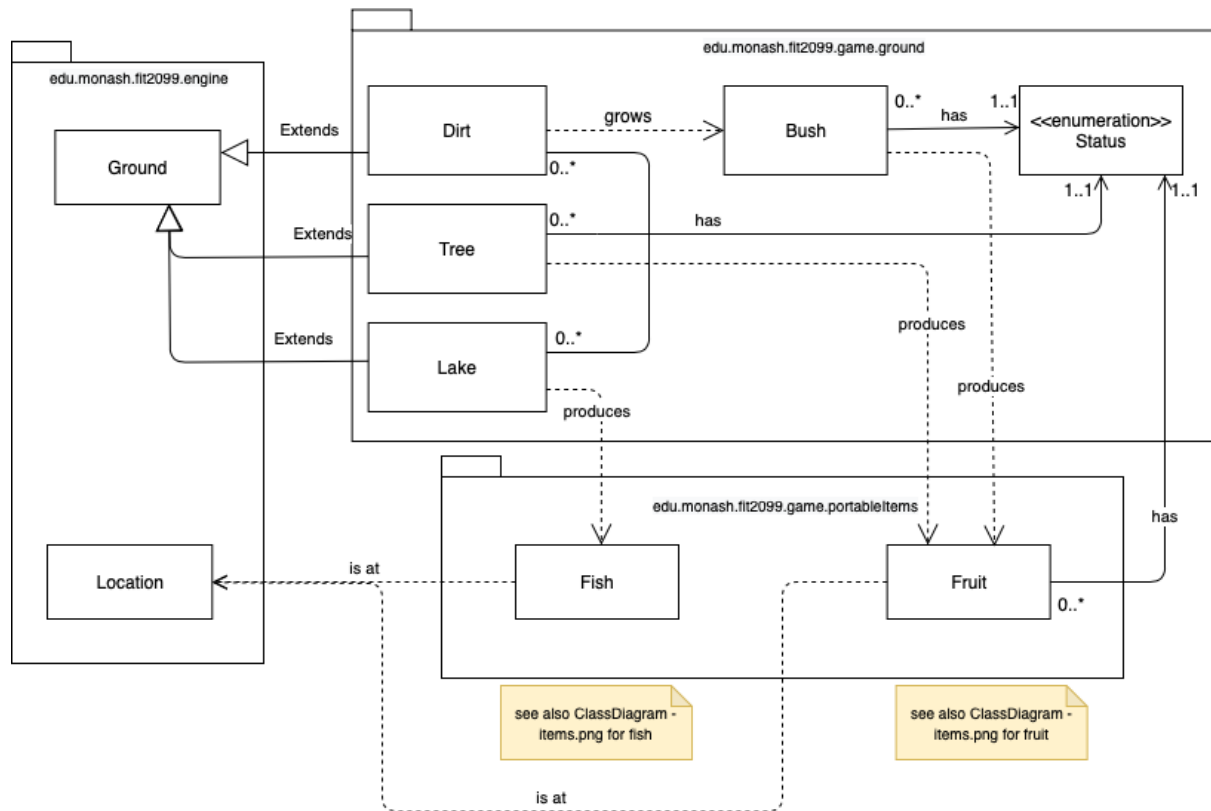
Class Diagram - Dinosaurs and Actions/Behaviours



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

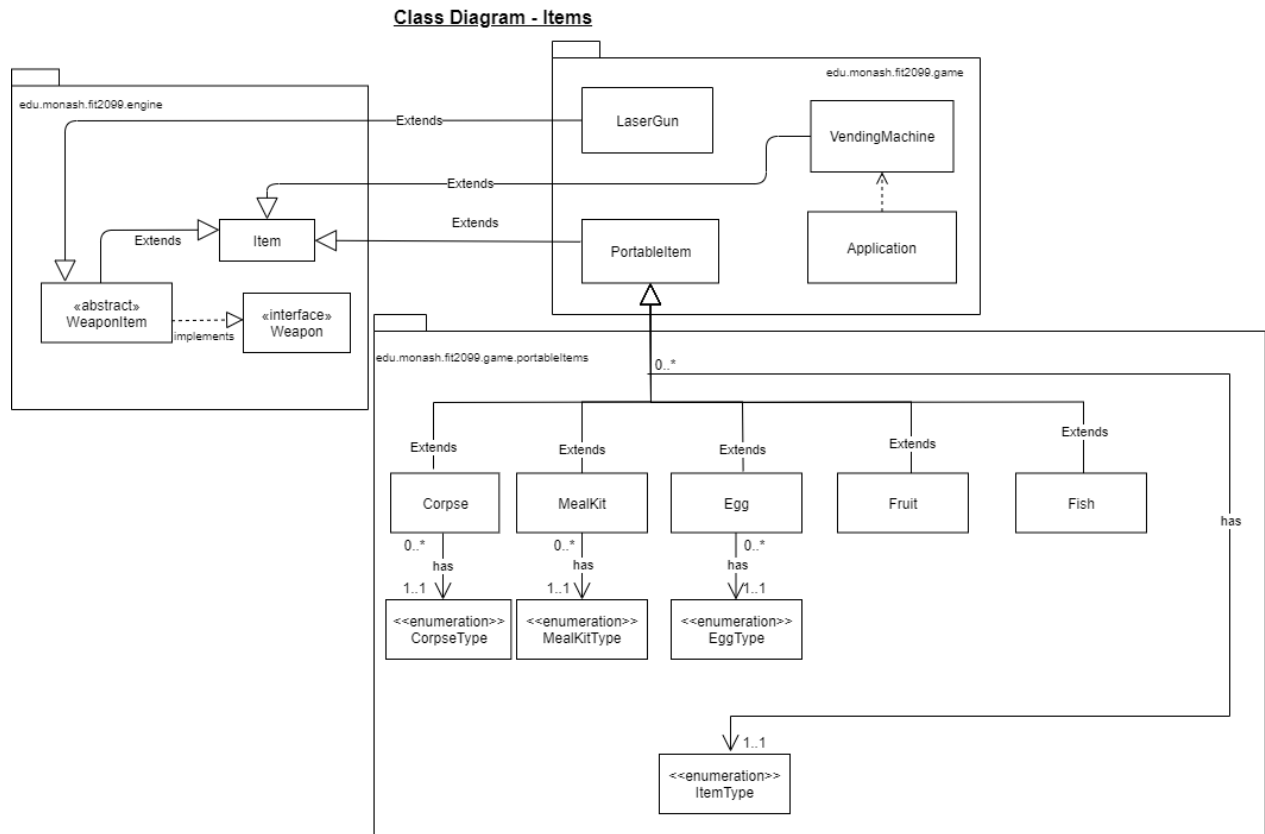
- Extended new **Pterodactyl** class from Dinosaur abstract class
- Implemented new **SearchNearestLakeBehaviour.getAction**
- Added new **DrinkAction** class

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



Updates our team made on Class Diagram-Dirt,trees, bushes:

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



Updates our team made on Class Diagram-Items:

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