

**FIT2099 Assignment 1 Design Rationale**

Team: **Tute03Team100**

* *To explain the choices we made, must explain both how your proposed system will work and why you chose to do it that way*

1. **Created a Dinosaur interface, which is implemented by class Stegosaur, Brachiosaur and Allosaur**

We decided to create this new interface, as the dinosaurs have some additional features that a Player Actor doesn’t have, for example food level, hunger and breed ability. With this, we could add additional features/attributes to only some particular kind of Actor instances (the dinosaurs), but still maintaining the shared attributes of all Actor instances (eg hitPoints, displayChar),