UML Seq Farmer and Food (Eating Food)
Chantelle Loh Yi Wei

Player

:Human

:EatingBehaviour

:GameMap

:EatingHealAction

:PlayerEatingIAction

:Food

Loop
[Iterate through the Player's inventory]

Alternative
[if item instanceof Food]

execute() on PlayerEatingAction

remove Food from Player inventory

call super class execute()

[Else]

actor.heal(recoverPointsOfFood)

Alternative
[is there Food item at this actor location]

Alternative
[is Human actor full health?]

call EatingBehaviour

check

return EatingHealAction

actor.heal(recoverPointsOfFood)

[Else]

[Else]