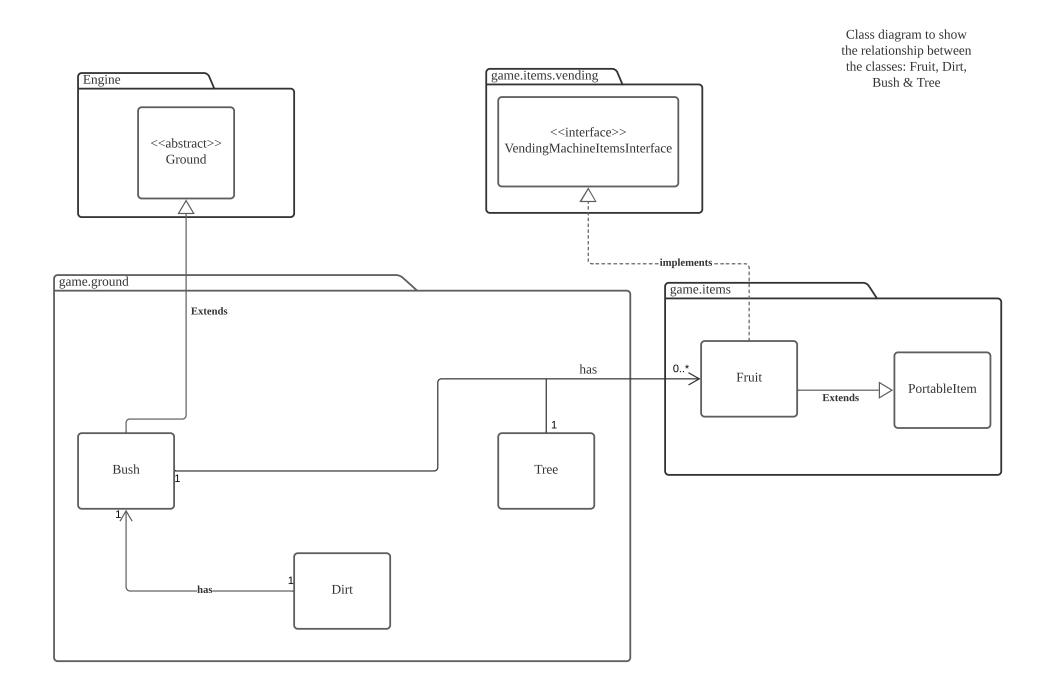
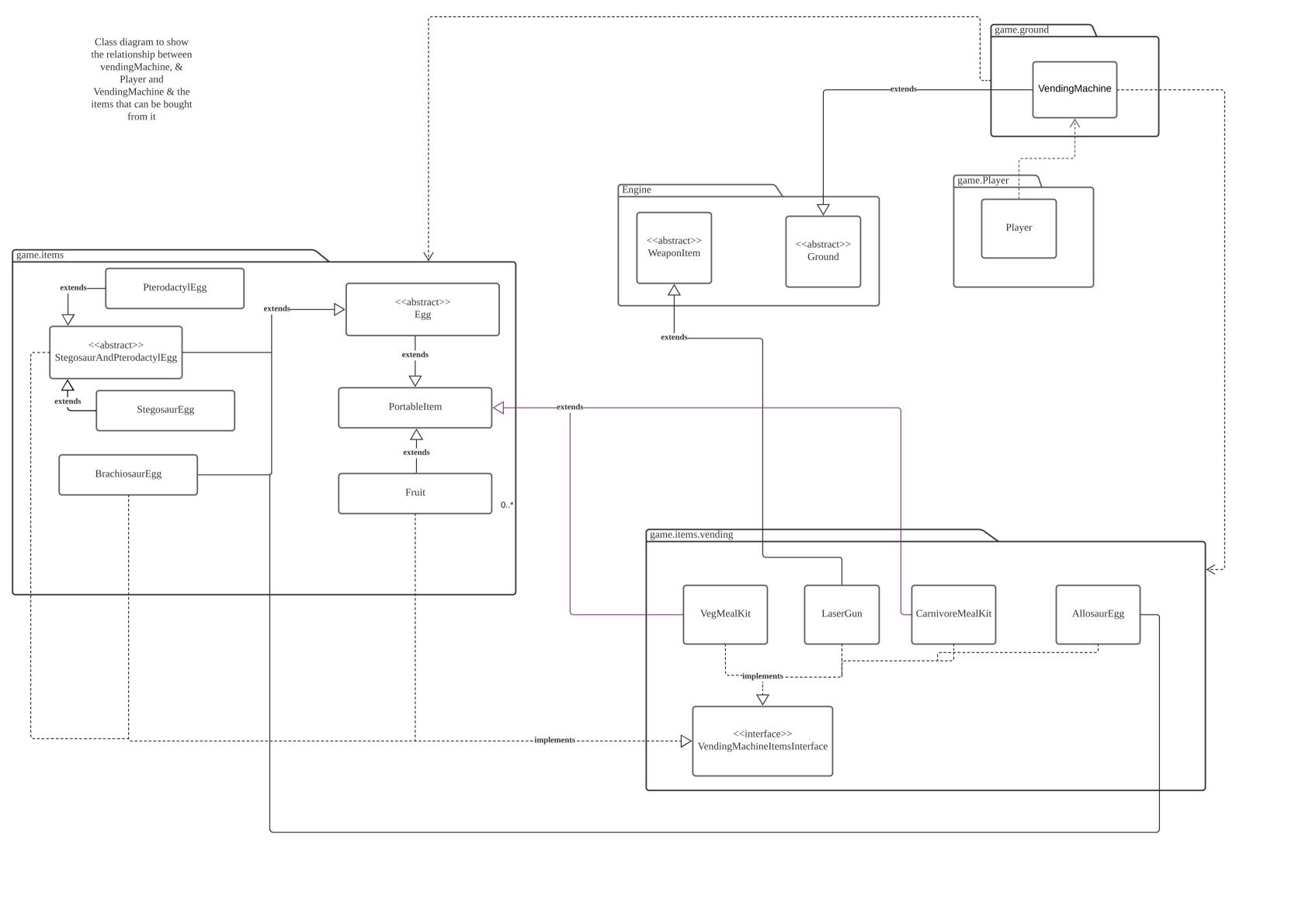
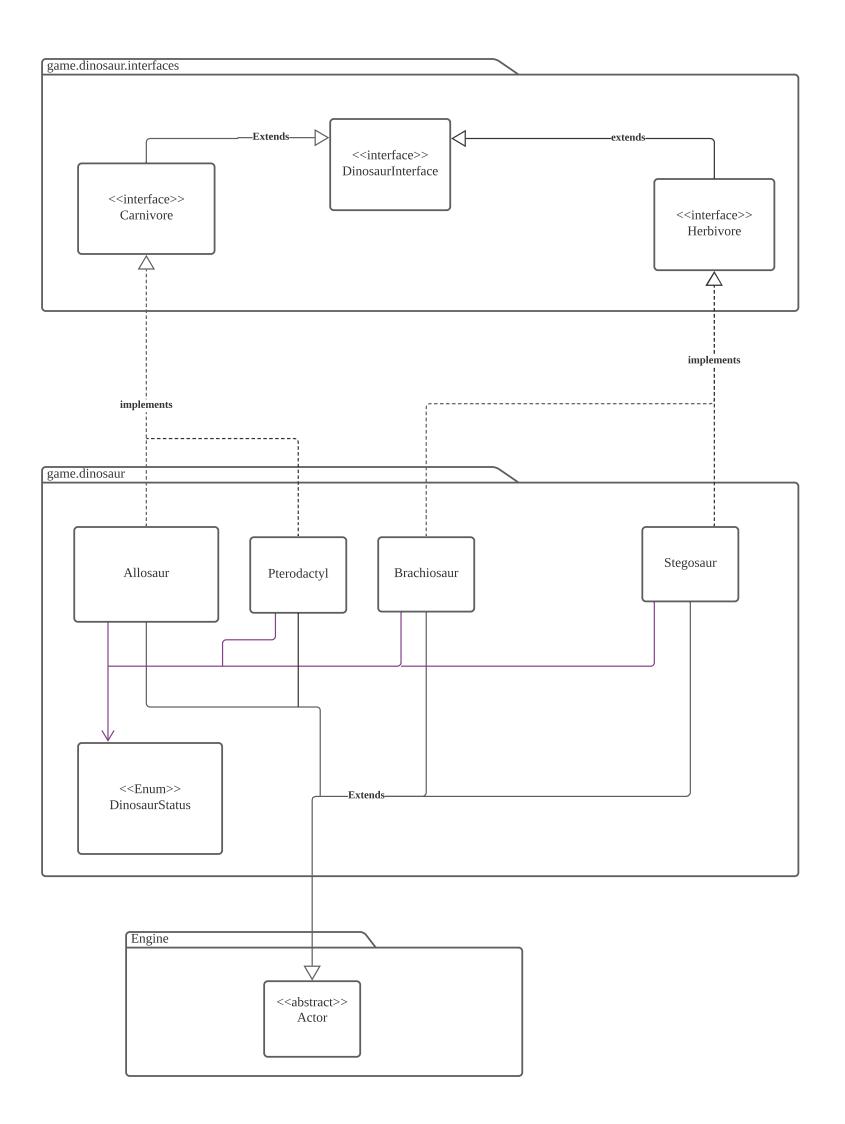
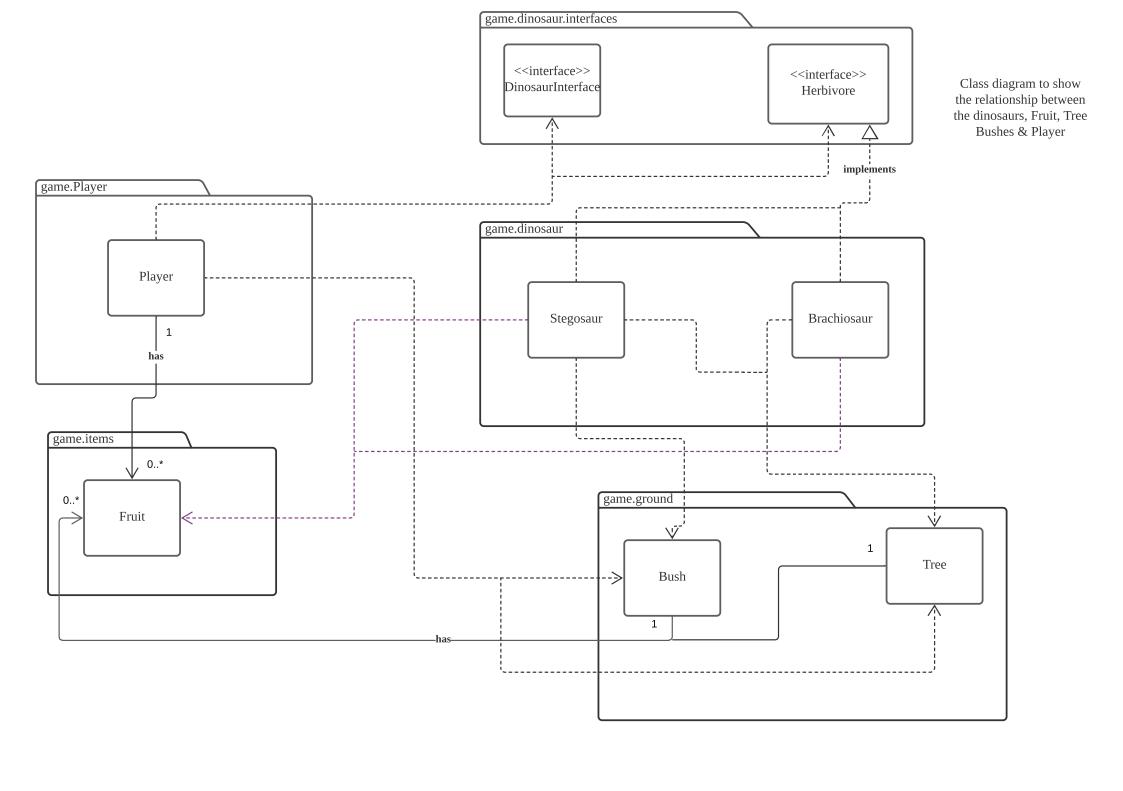
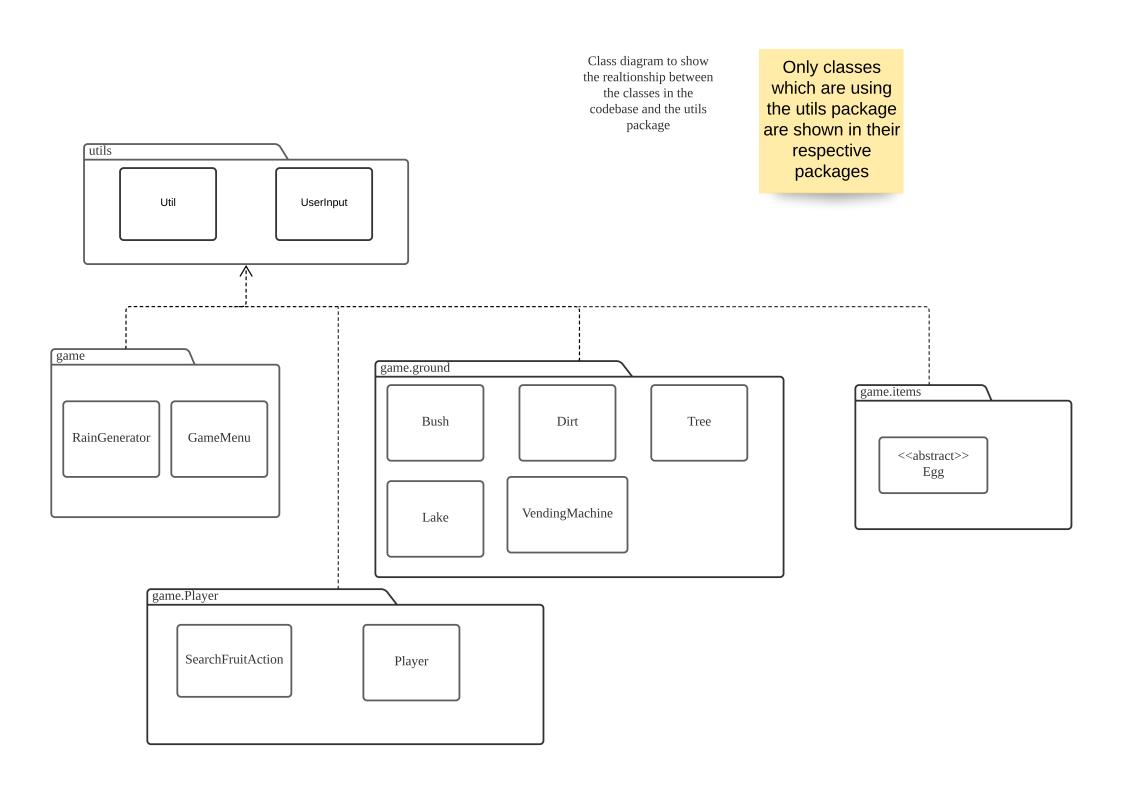
## Class Diagrams

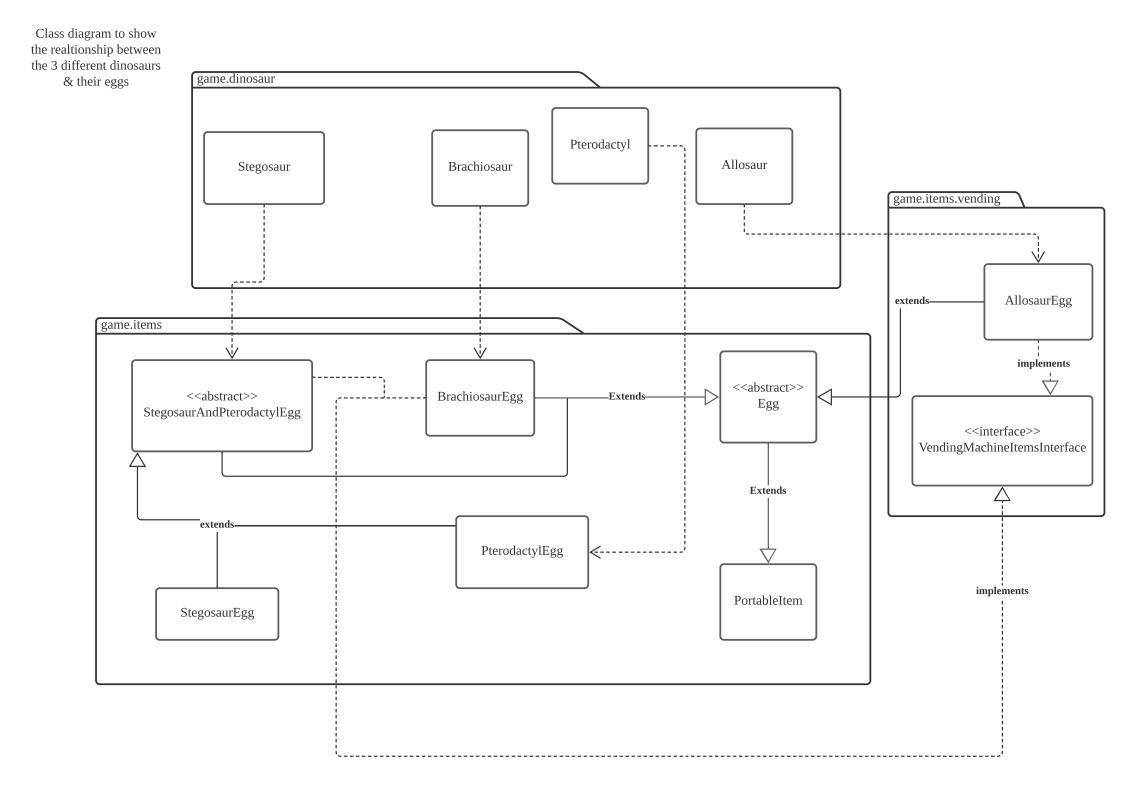




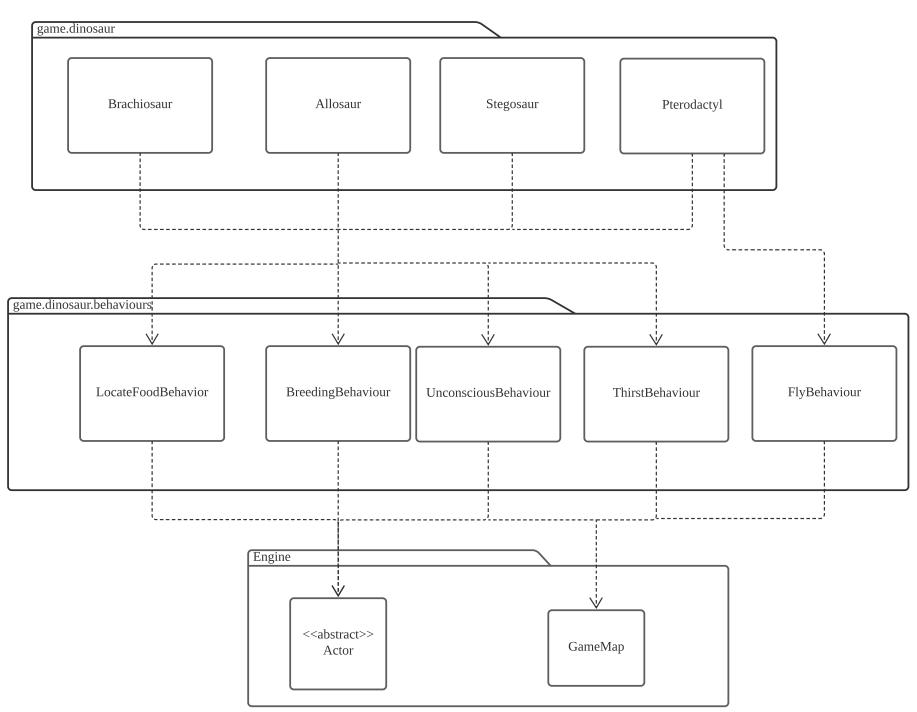




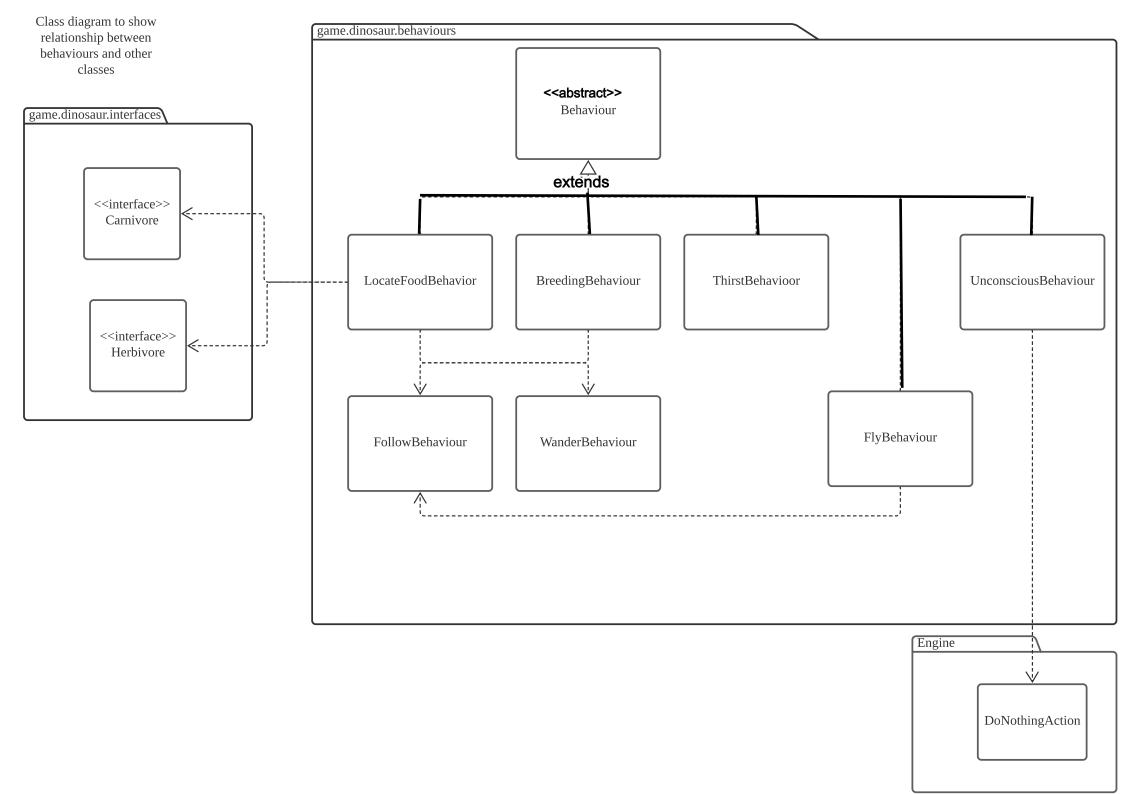


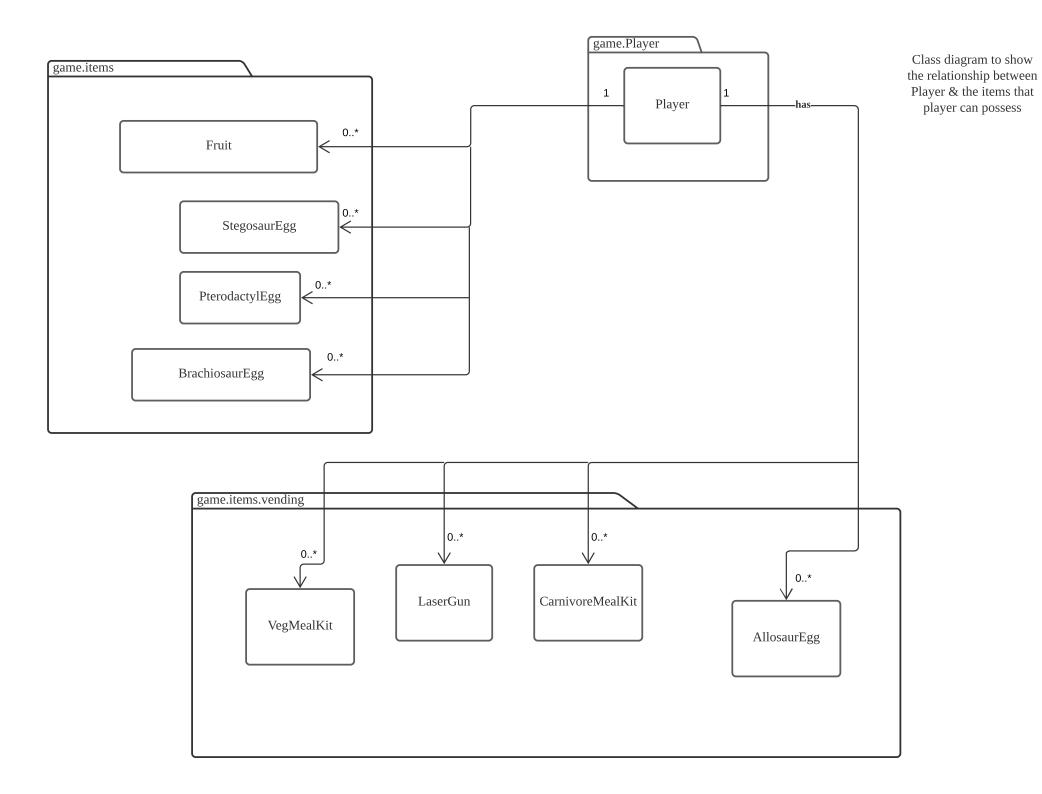


Class diagram to show the relationship between Dinosaurs and their behaviours

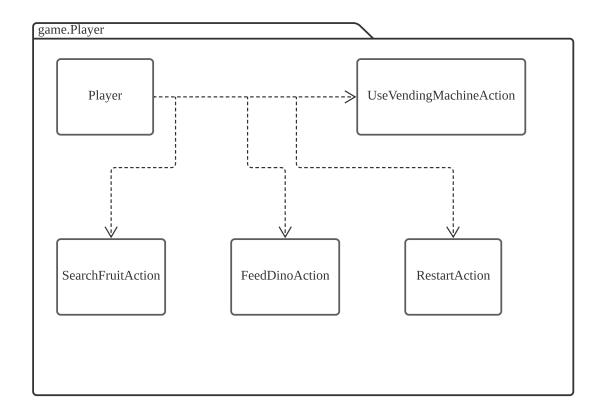


.

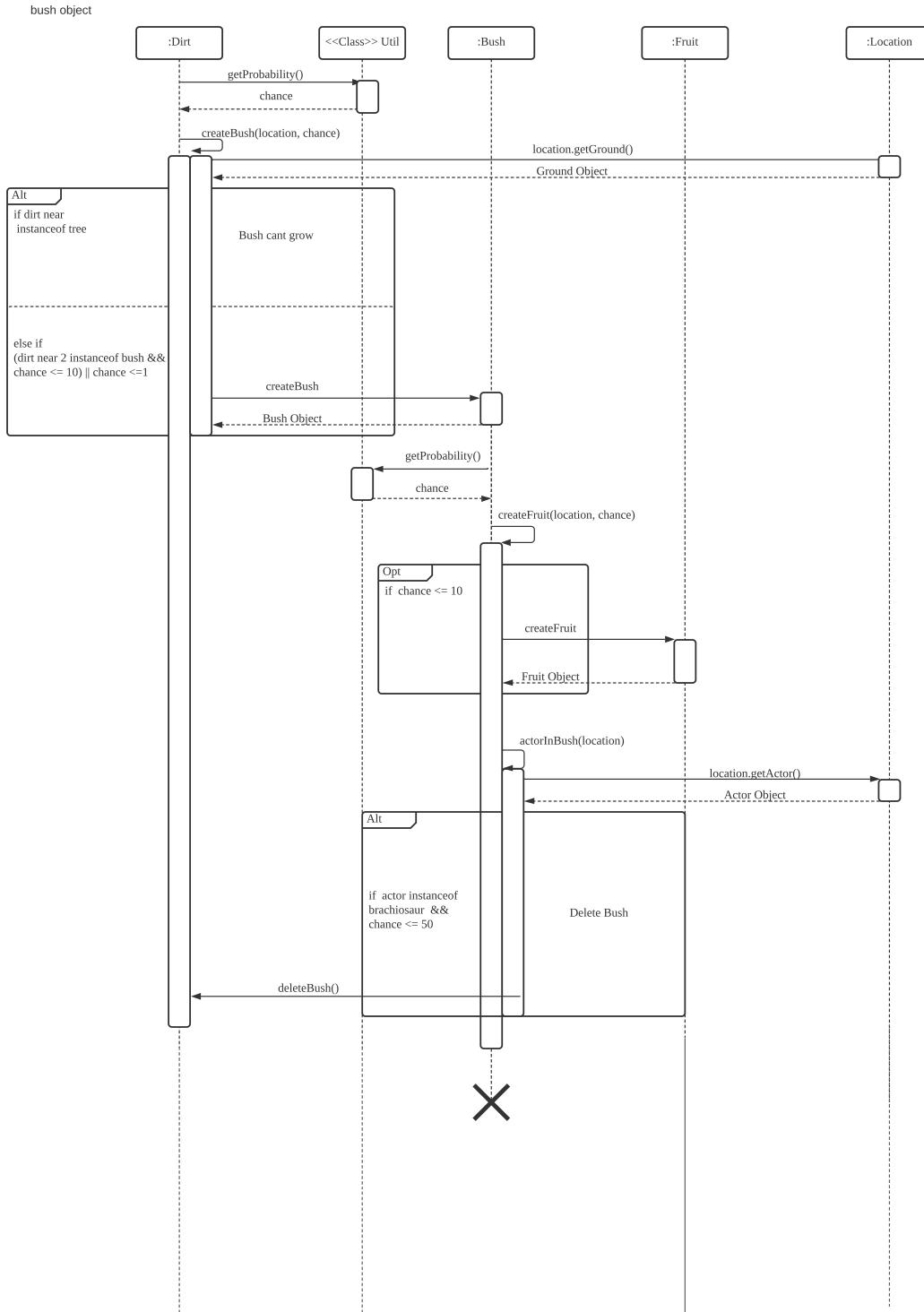


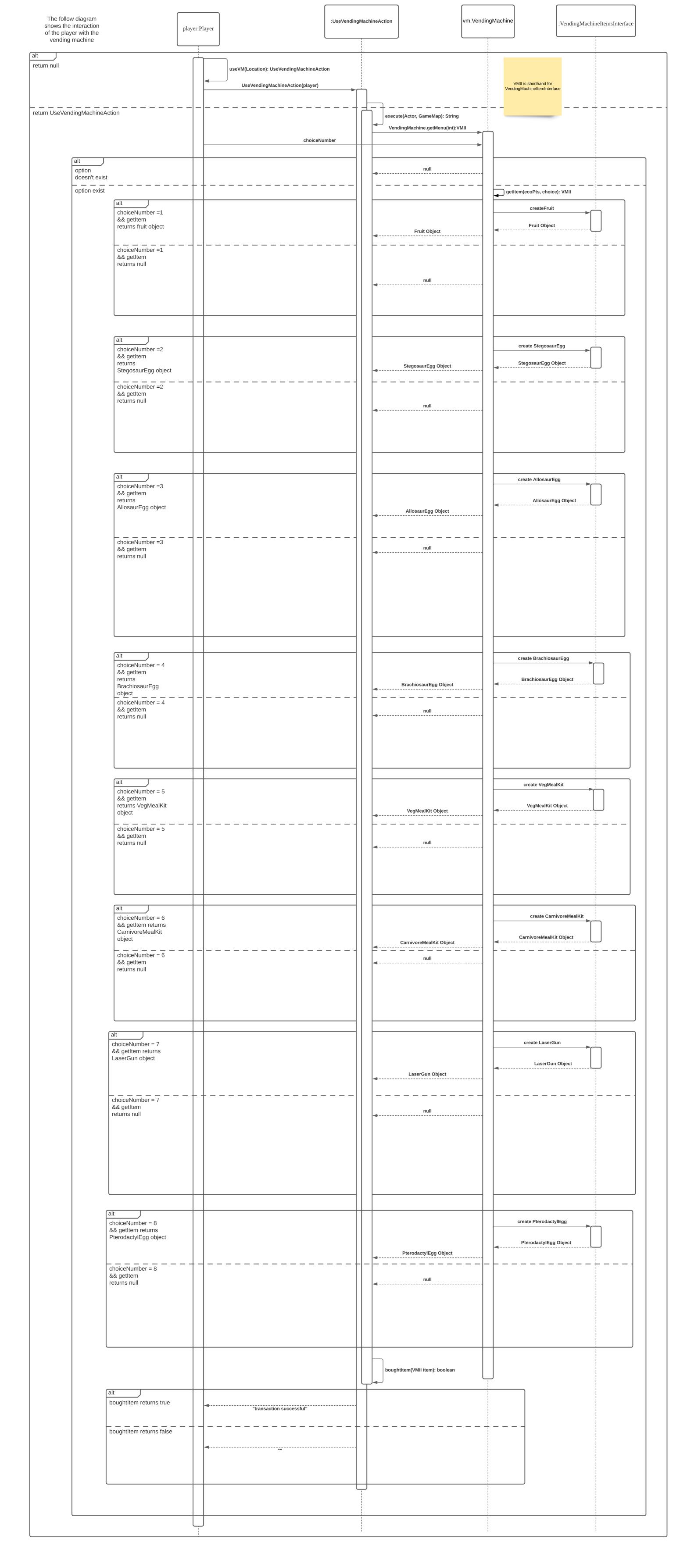


Class diagram to show the relationship between the classes in the game.Player package

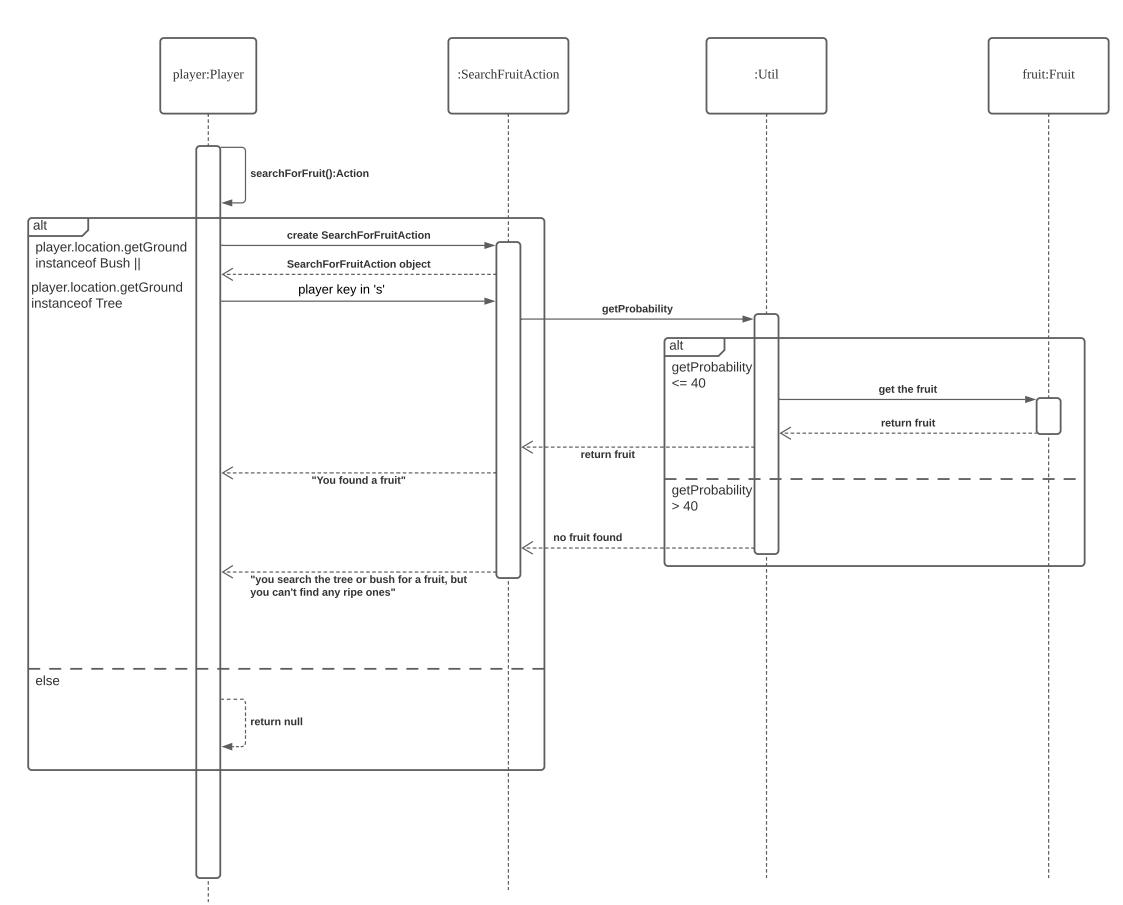


## Sequence Diagrams





Sequence diagram to show the cycle of thirstBehavior finding and drinking from a water source :Behaviour :ThirstBehaviour :Dinosaur Interface getAction(actor,map):Action findWaterSource(actor,map) :Location getLocationsOnMap ArrayList<Location> Loop for location:allLocations Opt if location.getGround() instance of Lake && idealLocation = location lake close to actor <<create>> :FollowBehaviour getFollowLocationAction(actor,map) **Action Object** Opt if follow == null || waterSource equals location of actor Opt reduceNumberOfSips(sips) if waterSource.getSips drinkWater(map) > 0 <<create>> :WanderBehaviour getAction(actor,map) return Action Object return null



The remaining few diagrams show the seq diagram for all baby dinos and hence are essentially the same except for the dinosaur names

