	Egg	location:Location	actor:Actor	gameMap:GameMap	gameMap:GameMap		
1: tick(currentLocation:Location):void			 	 			
s instance of StegosaurEgg]		 	 	s>>	ste	egosaur:BabyStegosaur	
	addActor(stegosaur: Bal	yStegosaur):void	 	1.3 < <creates>></creates>			
instance of AllosaurEgg]	addActor(allosaur: Bal	yAllosaur):void				>	allosaur:BabyAllosaur
all values x between 0 and currentLocation.map().getXRange().ma	<()]		 	 	 		
p	()] 1.4: map():Ga	neMap	 	 			
	< 1.5: returns th	game map 1.6: at(i: Location,j:L	ocation):Location		 		
		1.7: returns 1.7:	——				
or instanceof Player]			 	 	 		
1.10: getDinosaurType():Dinosaur			 	; 			
	<		1.11: getAddEco(); int	r			
		1.13: addEco(hatchEco:int):void		 	 	 	1 1 1 1 1
	 		 	; 	; 		
	 		; ; ; ; ; ;	 	 		
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