:Dinosaur

1: getAllowableActions(otherActor:Actor,direction:String,map:GameMap):Actions

1.1: <<create>>

actions:Actions

1.2: <<create>>

attackAction:AttckAction

1.3: add(attackAction:AttackAction):void

1.4: <<create>>

feedAction:FeedAction

Loop
[for all items in otherActor.getInventory()]

Alt
[this.hasCapability(DinoCapability.IS_CARNIVORE) && item.hasCapability(DinoCapability.FEED_CARNIVORE)]

1.6: add(feedAction:FeedAction):boolean

1.7: returns a boolean

[this.hasCapability(DinoCapability.IS_HERBIVORE) && item.hasCapability(DinoCapability.FEED_HERBIVORE)]

1.8: add(feedAction:FeedAction):boolean

1.9: returns a boolean

1.10: