<<abstract>> Dinosaur  $\overline{\phantom{a}}$ DeadActorAction GrowUpAction **|**€-BabyDinosaur <<interface>> Breeding InterfaceCalculateDistance FollowBehaviour EatFoodAction BreedingAction AttackAction DinosaurEgg PortableItem BreedingBehaviour AttackBehaviour EatFoodBehaviour MoveToFoodBehaviour <<interface>> EatingInterface VendingMachine <<interfacec>> Probability BuyingBehaviour HarvestGrassBehaviou FeedingBehaviour SearchFruitBehaviour BuyingAction HarvestGrassAction FeedingAction SearchFruitAction VegetarianMealKit ·|- + -|- ¬ | | | | Location Corpse CarnivoreMealKit <<interface>> EcoPointInterface <<interface>> <<interface>> └ *─ ─ ─* → ItemSoldInteface FoodInterface (\_- - - - |- - - |- - - - - + -| - - |- - |-**EcoPoint** \_ \_ \_ \_ \_ \_ \_ \_ \_ | | | | | LaserGun  $\vee$   $\vee$   $\vee$ <<enum>> TypeOfFood <<enum>> DinosaurCapability Player . — — — — — — > 

This class diagram shows the entire extension of existing system which include all new classes and their relationships with each other as well as with the existing classes.

Class from edu.monash.fit2099.engine