the game package, including dependencies upon engine classes. It does not show relationships between classes edu.monash.fit2099.engine IntrinsicWeapon Item Action ΔΔ Д Location Exit GameMap World Actor WeaponItem Ground MoveActorActio  $\Delta \Delta \Delta \Delta$ game HumanCorpse <<creates>> AttackAction Dirt EatBehaviour CraftAction <<creates>> Plank PortableItem  $\nabla \nabla \nabla$ <<Interface>> AttackBehaviour Behaviour ZombieActor Application Tree  $\Lambda$  1 Crop Food has <<creates>> HuntBehaviour WanderBehaviour Human Farmer SowBehaviour + + <<creates>> has has  $\Lambda_1$  $\Lambda_1$ has has has has has FertiliseBehaviour HarvestBehaviour <<creates>> Player has Zombie <<creates>> ZombieLimbs ZombieClub ZombieMace Fence has ScreamBehaviour PickUpBehaviour <<creates>>

This diagram shows associations and dependencies