This diagram shows associations and dependencies the game package, including dependencies upon engine classes. It does not show relationships between classes edu.monash.fit2099.engine IntrinsicWeapon Item Action ΔΔ WeaponItem Location Exit Actor GameMap World Ground MoveActorActio Λ $\Delta \Delta \Delta \Delta$ game HumanCorpse <<creates>> AttackAction Dirt EatBehaviour CraftAction <<creates>> Plank PortableItem ∇ ∇ ∇ <<Interface>> <<creates>> AttackBehaviour Behaviour ZombieActor Application Tree $\Delta \Delta \Delta$ Food Crop has HarvestAction <<creates>> HuntBehaviour → + <<creates>> WanderBehaviour has Human Farmer SowBehaviour has Λ_1 Λ_1 Д has has has has has **FertiliseBehaviour** HarvestBehaviour Player has ! <<creates>> Zombie <<creates>> ZombieLimbs ZombieClub ZombieMace has ScreamBehaviour PickUpBehaviour <<creates>> EatAction