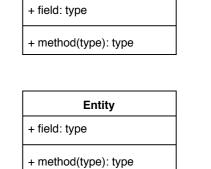


EntitiesFactory	
+ field: type	
+ method(type): type	

RandomFactory	CitadinFactory	UmbrellaFactory
+ field: type	+ field: type	+ field: type
+ method(type): type	+ method(type): type	+ method(type): type



Entities

Zombie	
+ field: type	
+ method(type): type	

Rat
+ field: type
+ method(type): type

+ field: type
+ method(type): type

Pigeon

PacificPigeonDecorate	or

+ field: type

+ method(type): type