Class Responsibilities

AttackAction

- Determines whether attack hits target
- Deal damage to target if it hits
- Self heal on successful bite attack by zombie
- Drop zombie limb if it is knocked off

ScavengeBehaviour

- Picks up weapon if a weapon is at the character's location and add it to their inventory

Zombie

- Execute the first non-null action returned by **ScavengeBehaviour**, **AttackBehaviour**, **HuntBeviour** or **WanderBehaviour**, in that order
- Keep track of the number of arms and legs it has
- Create and drop a **WeaponItem** when a limb is lost

DropAdjacentItemAction

- Drop item at a random adjacent location

ZombieLimb

- Holds the damage the weapon can deal
- A verb to describe the attack **ZombieLimb** does
- Type of limb (arm or leg)

CraftWeaponAction

- Create a **ZombieClub** from a zombie arm **WeaponItem**
- Create **ZombieMace** from zombie leg **WeaponItem**

ZombieClub

- Holds the damage the weapon can deal
- A verb to describe the attack **ZombieClub** does

ZombieMace

- Holds the damage the weapon can deal
- A verb to describe the attack **ZombieMace** does

Human

- Keep track of how long unconsciousness lasts for
- If a human is unconscious for 5-10 turns they are presumed dead and a zombie object is created in its place
- Eat food to restore health

Farmer

- Interacts with ground interface to create a crop if on a patch of dirt
- Fertilise crops to decrease ripen time

- Harvest food to drop it to the ground

Crop

- Starts a counter until crop turns into food

Food

- Stores type of food
- Stores health restored by food
- Can be picked up by player or humans to restore health points