Yellow items are edited/new classes. Red outline and text are already provided game classes which are just edited edu.monash.fit2099.interfaces «Interface» GroundInterface edu.monash.fit2099.engine PickUpIteamAction Exit Location DoNothingAction picks up Ground Action Item DropItemAction WeaponItem game sows seed at CraftWeaponAction ZombieClub Farmer exhibits ZombieMace WanderBehaviour crafts PortableItem exhibits SowAction Crop Human ZombieActor FertilizeAction harvests a HumanCorpse Zombie ZombieLimb fertilises HarvestAction Food EatAction