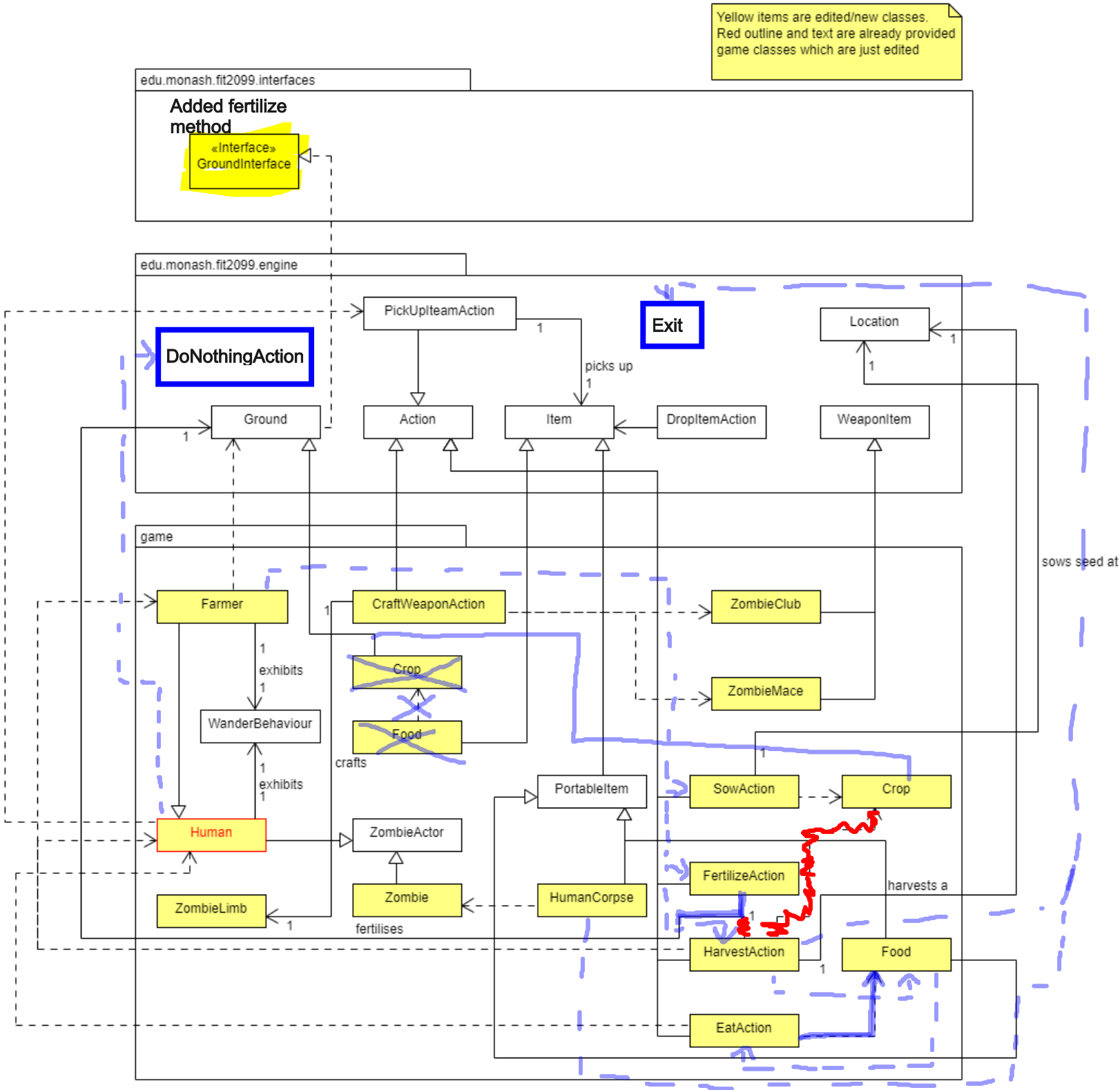
Yellow items are edited/new classes.
Red outline and text are already provided game classes which are just edited
edu.monash.fit2099.interfaces
Added fertilize method
«Interface»
GroundInterface
edu.monash.fit2099.engine
PickUpItemAction
Exit
Location
DoNothingAction
picks up
Ground
Action
Item
DropItemAction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