# Class Responsibilities

## AttackAction

* Determines whether attack hits target
* Deal damage to target if it hits
* Self heal on successful bite attack by zombie

## 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