# 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