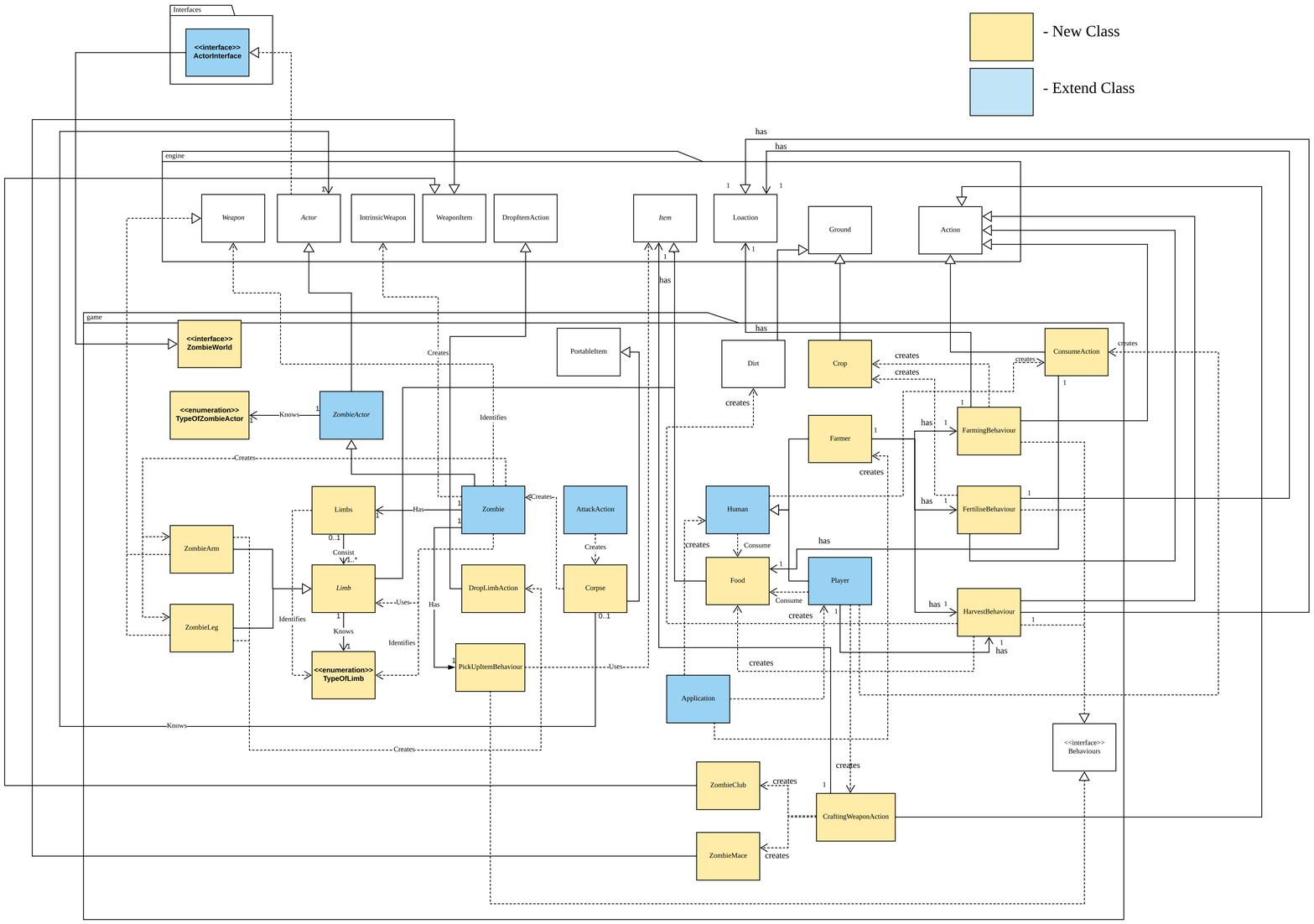
- New Class
- Extend Class
Interfaces
<<interface>>
ActorInterface
engine
Weapon
Actor
IntrinsicWeapon
WeaponItem
DropItemAction
Item
Loaction
Ground
Action
game
<<interface>>
ZombieWorld
PortableItem
Dirt
Crop
ConsumeAction
<<enumeration>>
TypeOfZombieActor
ZombieActor
Farmer
FarmingBehaviour
FertiliseBehaviour
Limbs
Zombie
AttackAction
Human
ZombieArm
Limb
DropLimbAction
Corpse
Food
Player
HarvestBehaviour
ZombieLeg
<<enumeration>>
TypeOfLimb
PickUpItemBehaviour
Application
<<interface>>
Behaviours
ZombieClub
CraftingWeaponAction
ZombieMace
Knows
Identifies
Creates
Has
Consist
Uses
Consume
has
creates