Assignment 3 - Class Diagram Jiten Verma, Ayesha Ali | June 13, 2020 WeaponItem Player ZombieActor <creates>>--<<creates>>-Shotgun SniperRifle MoveActorAction Mambo Marie ExitAction <<creates>> FireShotgunAction <<creates>> chantAction <<creates>> Action <<creates>> <<creates>> **▼**1 AAAAΑΑ **▼**0.!* ShootAction <<interface>> chantBehaviour Behaviour ___<creates>>_____ UseSniperRifleAction ----<<creates>>---World Endgame -<<creates>>- _ <<creates>> **▼**1 ₩0..*

SelectTargetAction

ShootSniperAction

Application

<<creates>>

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Vehicle

Item

PortableItem

Ammunition

<<creates>>

TakeAmmunitionAction

AimSniperRifleAction