ZedManager

+ zgc: ZedGenerator

ZedGenerator

- random: Random
- zgi: ZedInterface
- horde: ArrayList<Zombie>
- + run():
- generateZed(int):
- displayHorde(ArrayList):

ZedInterface

- + in: BufferReader
- + displayGenerateMenu():
- + getN(): int
- + getUserInputAsInt(int, int): int
- + getUserInputAsFloat(float, float): float

Zombie

- + random: Random
- # arms: int
- # legs: int
- # baseHP: int
- # speed: int
- # ARM LEG MIN: int
- # ARM_LEG_MAX: int
- + generateRandom(int, int):
- + roll(int, int):
- + getAttackType(int): String
- + getDamage(String): int

Extends

Walker

Extends

- baseHP: int
- speed: int
- damageDone: int
- HP_MIN: int
- HP_MAX: int
- SPEED_MIN: int
- SPEED_MAX: int
- attackType: String
- + toString(): String

Runner

- damageDone: int
- attackType: String
- SPEED_MAX: int
- SPEED_MIN: int
- HP_MAX: int
- HP_MIN: int
- speed: int - baseHP: int

+ returnClimbSpeed(): int

+ toString(): String

Tank

- baseHP: int

Extends.

- speed: int
- HP_MIN: int
- HP_MAX: int
- SPEED_MIN: int
- SPEED_MAX: int
- MODIFIER_MIN: int
- MODIFIER_MAX: int
- attackType: String
- damageDone: int
- + getDamageModifier(): int
- + toString(): String

These also include getters, setters, and constructors, but I didn't know if they should be

included.