Class diagram

engine

game Action uses CraftingWeapons Player uses ZombieActor Farmer Human creates WeponItem Zombie 1 EatAction EatBehaviour Item FleeBehaviour SayBehaviour SayAction needs 1 FleeAction SownBehaviour <<interface>> Behaviour PickItemBehaviour 1 HarvestBehaviour Food FertilizeBehaviour SownAction Ground RisingFromDead HarvestAction produces_ FertilizeAction 1 PickItemAction picks