Design Rationale

• what classes will exist in your extended system(shown in class digram)

•what the roles and responsibilities of any new or signiﬁcantly modiﬁed classes are

• how these classes relate to and interact with the existing system

• how the (existing and new) classes will interact to deliver the required functionality

**Problem Statement**

Our initial Zombie game is missing a lot of desired functionality, which is boring and needs new features.

**Solution & Expanation**

There are lots of Behaviors and Actions need in our extended system. They are inherited from the interface Behavior and the abstract class Action. All these Behaviors are dependent on an Action.

We need add a new class called Farmer which inherited from Human. Farmer has more Behaviors such as SownBehaviour, HarvestBehaviour and FertilizeBehaviour.

That will create Crop and Food. Crop is inherited from Ground like Tree. And the food is an Item can be used in EatAction.

We also need to add some features to Zombies. We will add bite to the getIntrinsicWeapon() method in the Zombies class. Because bite is an attack by Intrinsic Weapon. Using rand.nextBoolean() to make sure there are 50% probability of using this instead of their normal attack. In the AttackAction class, we will add code to implement the lower chance of hitting and using the heal method after hitting. Moreover, we added PickItemBehavior and PickItemAction class to let zombie pick weapons to make more damages.

Sometimes the Zombies will do nothing and saying “Braaaaains” which possibility is 10%. We will add code about these in the beginning of the playTurn()method.

Each Zombies have counters about their existing legs and arms. And check the number of them in the playTurn() method to implement the function of “Beating up the Zombies”

If some part of the Zombie dropped, it will become a PortableItem. Player can use it by crafting weapons.

A RisingFromDead class associated with Human and Zombie clears a human object and create a new zombie object.

The CraftingWeapons is a class inherited from Action which can create several WeponItem.

**Decisions**

1. In UML diagrams, we created lots of one-to-one relationships, which means each behavior is mandatory and only for one actor, one action is for one behavior, one zombie can only pick one item(weapon), etc. The reason is to limit the function. (later coding will test if “1” is a valid limit for harvesting crop and producing food)

2. For relationships around crop, we decided to use associations instead of dependencies(in version\_0.2), making crop an attribute(expected arrayList) in behavior classes, which reduces dependencies.

3. The farmer class we made is inherited from human class, same as player class. So farmer and player shares the same characteristics and abilities as a Human, which also keeps our code DRY.