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CptS 487
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Homework 3

1. I believe that using the abstract factory method would be best for creating the different zombies shown. My reasoning is that from the picture we see that we will need at least 3 different products and it would be simpler to have abstract products rather than a concrete product class for each zombie being created. In addition, if we add additional features such as equipment instead of just different zombies it will be easier to implement if we use the abstract factory method.

   Abstract class zombie that we can implement, means we can have multiple of them that is a factory method.

2.
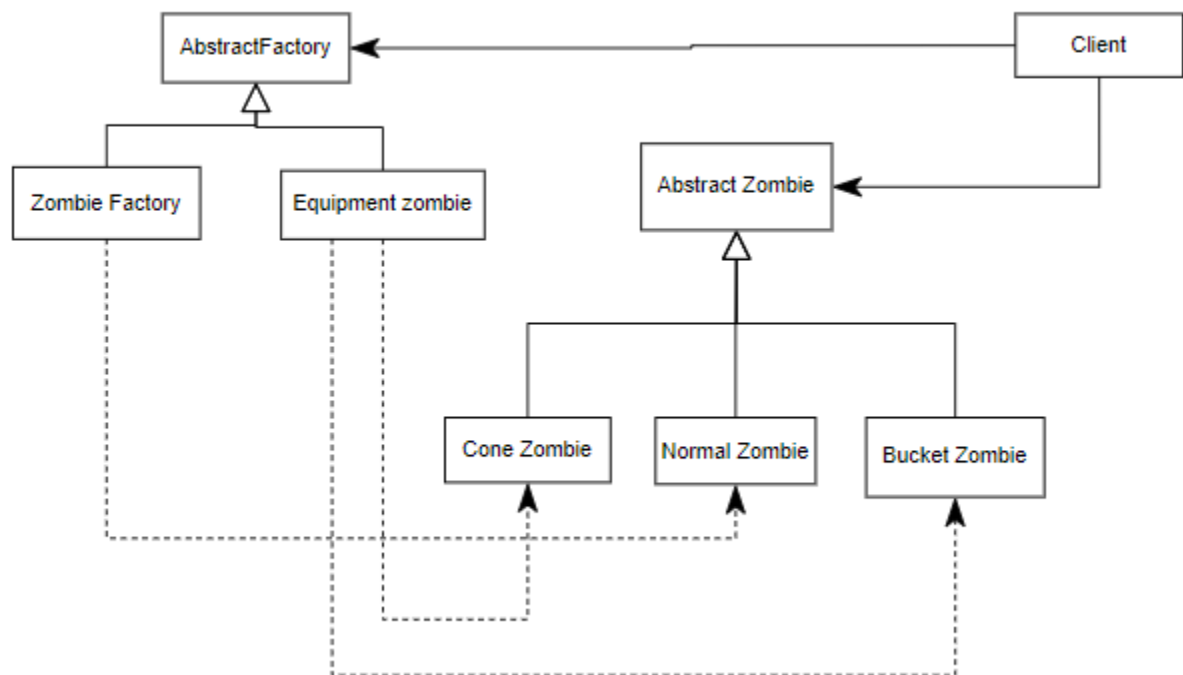
3. Cone Zombie: Product
   Normal Zombie: Product
   Bucket Zombie: Product
   Abstract Zombie: abstract product
   Equipment zombie: Concrete Factory 1
   Zombie Factory: Concrete Factory 2
   Abstract factory: abstract factory
   Client: Client

To create zombies The client class uses the abstract factory class to call the creation methods in either the zombie factory or equipment zombie classes. Those methods create the specified zombie object that inherits from the zombie abstract class.

4. In my class diagram I assumed that all the zombie types inherited form a singular abstract zombie class which would help in the class structure because they could all set their own values for hp.