**AttackAction**

**Description**

The AttackAction is responsible for allowing damage and kills to occur in the gamemap and a few modifications were made for implementing the new features.

**execute method modifications**

* **Adding Corpse feature**

When a zombie successfully kills a target human, a corpse item should be placed in the location of occurrence.

* **Adding break limbs feature**

Any attack targeting zombie has a chance to break limbs. The zombie class has two additional capabilities which determines whether limb breaking should be allowed. Furthermore, it is a chance base mechanism, so there is only a 25% probability of breaking a limb.