**Zombie**

**Description**

The zombie is an actor object in the zombie world which will be modified to contain additional functionalities for implementing the required features

**Additional functionality**

* **Adding LegCapability and ArmCapability to capabilities**

The zombie will have two additional Capability objects, LegCapability and ArmCapability. These objects will indicate the state of the zombie and allow methods to select the appropriate behaviour based on these features.

**playTurn method modifications**

* **Adding bite feature**

When the next action in the iteration is AttackAction, a random number generator (rand) will generate a number which replicates a chance mechanism which determines whether a zombie will punch or bite. The zombie will then have a 50% chance to bite, heals 5 health to the zombie but has lower accuracy

* **Adding pick weapon feature**

Before the iteration on the collection of actions begin, the method will first check the zombie location and the items in its surrounding, if a weapon has been located then the zombie will pick the weapon

* **Adding “Braaaaains” text feature**

In the end of the playTurn method, a random generator (rand) will generate a number which replicates a chance mechanism with a probability of 10% to determine if the zombie will say “Braaaaains”

* **Considering LegCapability and ArmCapability**
  + When LegCapability is “halfA” the zombie can’t move this turn and replace the LegCapability with “halfB”. If the LegCapability is “none” the zombie cannot perform any action involving movement.
  + When ArmCapability is “half” the zombie attacks will be chance based with a 50% probability.