

## Going to Town

1 new class was implemented and 1 existing classes were modified.

Zombie

## **New weapons: shotgun and sniper rifle**

**1 new class was implemented and 2 existing classes were changed.**

**Zombie**

## **Mambo Marie**

**2 new classes were implemented and 1 existing class was changed.**

### **VoodooPriestess**

Inherits from ZombieActor because the priestess is not on Human's team (should not be assigned ZombieCapability.ALIVE) but is also not a Zombie.

#### **ATTRIBUTES**

1. **private int chantCounter**  
Counter to keep track of the number of times the VoodooPriestess has chanted.
2. **private int turnsOnMap**  
A counter for how many turns has it been since Mambo Marie has appeared on the map.
3. **private Random rand**  
Random generator for when Mambo Marie appears and to generate random location.
4. **private Behaviour behaviour**  
Only WanderBehaviour right now.

#### **METHODS**

1. **VoodooPriestess(String name)**  
Constructor for a voodoo priestess. Calls super(name, '&', 200, ZombieCapability.UNDEAD). It has a parameter for the name (instead of fixing the name as 'Mambo Marie') in case more Voodoo priestesses need to be instantiated in the future. The maxHealthPoints is 200 because she should be hard to kill and the ZombieCapability is UNDEAD because she's on the same team as the Zombies.
2. **playTurn(Actions actions, Action lastAction, GameMap map, Display display)**  
Increments turnsOnMap by one. If the voodoo priestess is not on the map, then she will appear at a random location if rand is less than 0.05. Else, if she is on the map, and if turnsOnMap is divisible by 10 (every 10 turns), a ChantAction is created, otherwise she'll wander and if turnsOnMap is already 30, she will be removed from map.

### **ChantAction**

Inherits from Action.

#### **ATTRIBUTES**

1. **private int chantCounter**  
The nth time the actor has invoked ChantAction.
2. **private Random rand**  
Random generator to generate random locations.

#### **METHODS**

1. **ChantAction(chantCounter)**  
Constructor for ChantAction the nth time the actor has chanted is passed as parameter.
2. **@Override execute(Actor actor, GameMap map)**  
Creates five new Zombie objects at random locations in the map. They would have names "Zombie Minion" + which chant it came from and what number zombie it was

in that particular chant (e.g. Zombie Minion 3.2 indicates that this zombie was the second zombie to rise from the dead from the actor's third chant). This naming convention allows the zombies to have unique names, the player to know how many times Mambo Marie has chanted, and allows zombies that have risen from the chant to be named more dynamically than picking out names from a fixed collection of names. Returns a string saying actor chants and 5 new zombies have risen from the dead.

### 3. **@Override**

**menuDescription(Actor actor)**

Returns a string saying actor chants.

### **Application**

Instantiate a VoodooPriestess object with the name Mambo Marie.

## **Ending the game**

**1 new class was implemented and 2 existing classes were changed.**

**Zombie**

## **BONUS FEATURE**

**1 new class was implemented**