

Vanessa

**Update UML Class Diagram and design rationale for the classes below:**

**Corpse**

**SowBehaviour and SowAction**

**FertilizeBehaviour and FertilizeAction**

**HarvestBehaviour and HarvestAction**

**HealBehaviour**

**HealAction**

**Edit Human class: Add new behaviours**

**Farmer**

**Crops**

**Food**

Jaclyn

**Interactive diagram and design rationale for the class below.**

**Implemented/Edited the class below:**

**Edit Zombie class: bite, zombie makes noise every 10 turns**

**Edit AttackAction to make zombie lose limbs**

**PickUpItemBehaviour(to make zombie pick up weapon and human to pick up crops.)**

**ZombieLimbs**

**CraftAction**

**FallenZombiePart**

**Two new zombie weapon(ZombieClubs & ZombieMace)**

**Jaclyn - I accept this WBA**