Vanessa
Update UML Class Diagram and design rationale for the classes below:
HumanCorpse
SowBehaviour and SowAction
FertilizeBehaviour and FertilizeAction
HarvestBehaviour and HarvestAction
HealAction
Edit Human: Add new behaviours
Edit Application: Instantiated some Farmers
Edit AttackAction: Make sure when zombie dies, it stays dead
Farmer
GrowableGround
Edit Tree: inherit from GrowableGround
Crops
Food

Jaclyn
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
Edit Player: creates CraftAction
PickUpItemBehaviour(to make zombie pick up weapon and human to pick up food)
CraftAction
FallenZombiePart
Two new zombie weapon(ZombieClubs & ZombieMace)

Jaclyn - I accept this WBA
Vanessa - I accept this WBA

22/5 Assignment 2 WBA Final version
Vanessa - I accept this WBA