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
Vanessa - I accept this WBA