

## 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.**

### **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 turnsOnMap**

A counter for how many turns has it been since Mambo Marie has appeared on the map.

**2. private Random rand**

Random generator for when Mambo Marie appears.

#### **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 String[] ZombieNames**

A collection of 50 names to pick from when instantiating the Zombies.

**2. private Random rand**

Random generator to be used later to generate random locations.

#### **METHODS**

**1. @Override**

**execute(Actor actor, GameMap map)**

Creates five new Zombie objects with names picked from ZombieNames at random locations in the map. Returns a string saying actor chants and 5 new zombies have risen from the dead.

**2. @Override**

**menuDescription(Actor actor)**

Returns a string saying actor chants.

## **Ending the game**

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

**Zombie**

## **BONUS FEATURE**

**1 new class was implemented**