object: Controller abstract object: Zombie object: Console -generator: ZombieGenerator ~ scanner: Scanner #Arms: int #Legs: int + run(): void ~ getString(prompt: String): String #BaseHP: int ~ getInt(prompt: String): int #Speed: int ~ getInt(prompt: String, min: int, max: int): int object: Zombie Generator ~MAX LEGS: int ~MAX ARMS: int - Horde: ArrayList<Zombie> ~MIN LEGS: int + generate(number : int): void object: RNG ~MIN ARMS: int + display(): void ~ random: Random createZombie(type: ZombieType) Zombie + roll(count: int, sides: int): int + abstract attack(roll: int): int ~ getInt(min: int, max: int): int + attackString(roll: int): String + setArms(arms: int): void + setLegs(legs: int): void + setBaseHP(baseHP: int): void + setSpeed(speed: int): void object: Walker object: Tank object: Runner ~MAX_SPEED: int ~MAX SPEED: int ~MAX SPEED: int ~MIN SPEED: int ~MIN SPEED: int ~MIN SPEED: int ~MAX HP: int ~MAX HP: int ~MAX HP: int ~MIN_HP: int ~MIN_HP: int ~MIN HP: int damageModifier: int + Walker() + Runner() ~MAX DMOD: int ~ attack(a roll:int): int + getClimbSpeed(): int ~MIN DMOD: int + attackString(a_roll:int): String ~ attack(a roll:int): int + setBaseHP(baseHP: int): void + attackString(a roll:int): String + Tank() + setSpeed(speed: int): void + setBaseHP(baseHP: int): void + setDamageMod(damageModifier: int) + toString(): String + setSpeed(speed: int): void ~ attack(a roll:int): int + toString(): String + attackString(a_roll:int): String + setBaseHP(baseHP: int): void + setSpeed(speed: int): void

+ toString(): String