**Design Rationale**

For **Zombie attacks**, we created a BiteAction class to inherit the AttackAction class. Since most of the methods and attributes are the same, we used the principle Don’t Repeat Yourself. Within the BiteAction class, we used named constants to set the probability, damage and health restored of each bite to be the same using the principle of Don’t Repeat Yourself (OOFJ 3). Before beginning each turn a zombie will reuse methods (map.locationOf().getItems()) from Location class to obtain items on the spot it is standing on to pick up weapons.

For **Beating up the Zombies**, we added two named constant attributes, armsNumber and legsNumber to the Zombie class using the principle of Don’t Repeat Yourself.