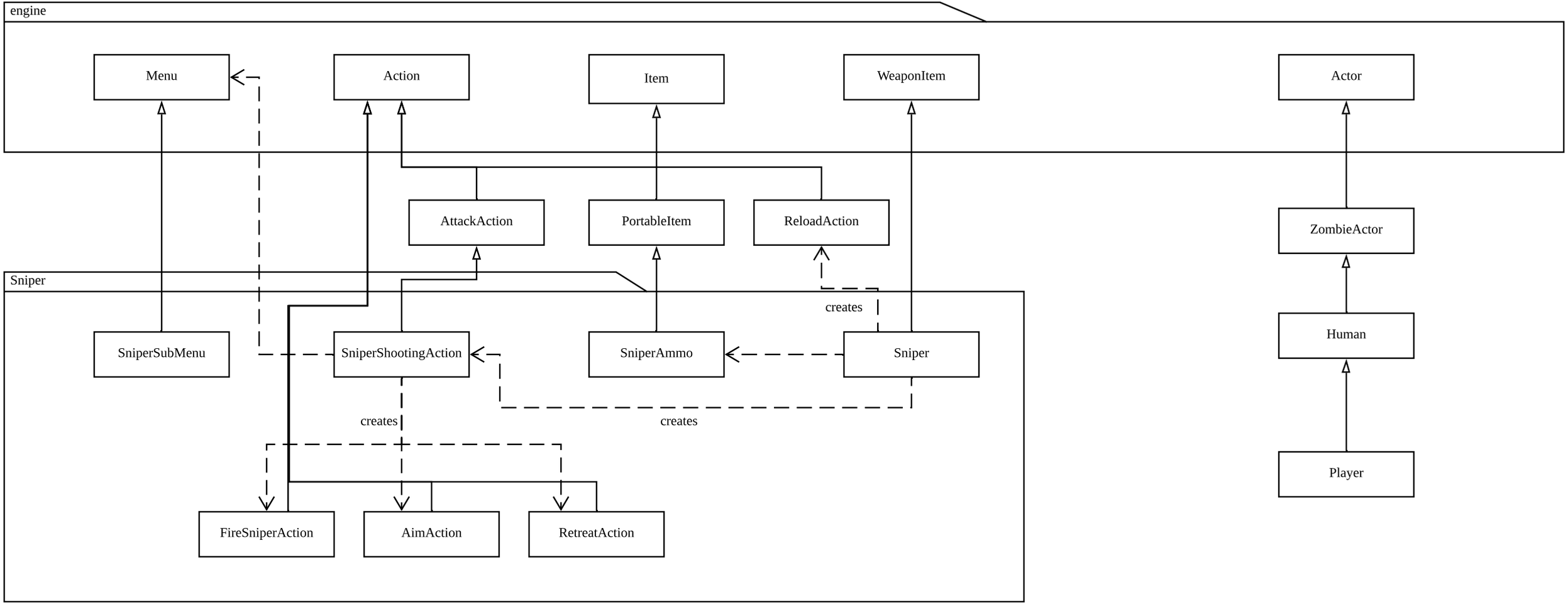
engine
Menu
Action
Item
WeaponItem
Actor
AttackAction
PortableItem
ReloadAction
ZombieActor
Sniper
creates
SniperSubMenu
SniperShootingAction
SniperAmmo
Sniper
Human
creates
creates
Player
FireSniperAction
AimAction
RetreatAction