

Engine

Action

Location

GameMap

Item

game

mambo

EndGame

QuitGameAction

Behaviour

MamboBehaviour

creates

AppearAction

creates

ChantAction

creates

VanishAction

has

ChangeMapAction

creates

Vehicle

creates

ZombieActor

creates

has

Mambo

creates

MamboLocation

Player

Zombie

1

1

1

2

2

has

1

