TurnEastCommand

+ lifeForm: LifeForm

<<create>> TurnEastCommand(l: LifeForm)

+ execute(): void

TurnSouthCommand

+ lifeForm: LifeForm

<<create>> TurnSouthCommand(l: LifeForm)

+ execute(): void

TurnWestCommand

+ lifeForm: LifeForm

<<create>> TurnWestCommand(l: LifeForm)

+ execute(): void

+ r : int

<<create>> DropCommand(l: LifeForm, e: Environment)

+ execute(): void

ReloadCommand

+ currentWeapon: Weapon

+ lifeForm: LifeForm

<<create>> DropCommand(l: LifeForm)

+ execute(): void

AttackCommand

+ heldWeapon: GenericWeapon

+ attacker: LifeForm

<<create>> DropCommand(l: LifeForm, w: GenericWeapon)

+ execute(): void