

Vanessa

Update UML Class Diagram and design rationale for the classes below:

HumanCorpse

SowBehaviour and SowAction

FertilizeBehaviour and FertilizeAction

HarvestBehaviour and HarvestAction

HealAction

Edit Human: Add new behaviours

Edit Application: Instantiated some Farmers

Edit AttackAction: Make sure when zombie dies, it stays dead

Farmer

GrowableGround

Edit Tree: inherit from GrowableGround

Crops

Food

Jaclyn

Design rationale for the class below.

Implemented/Edited the class below:

Edit Zombie class: bite, zombie makes noise every 10 turns

Edit AttackAction to make zombie lose limbs

Edit Player: creates CraftAction

PickUpItemBehaviour(to make zombie pick up weapon and human to pick up food)

CraftAction

FallenZombiePart

Two new zombie weapon(ZombieClubs & ZombieMace)

Jaclyn - I accept this WBA

Vanessa - I accept this WBA

22/5 Assignment 2 WBA Final version

Vanessa - I accept this WBA

Jaclyn-I accept this WBA