Assignment 1
FIT2099
GitJava

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*methods and attributes in blue represents that the original was modified
*classes with no methods/attributes are from the original base code given **OR** it is identical to its parent class
*only new dependencies are shown
*the classes in light red represents new classes to avoid confusion

edu.monash.fit2099.engine

PickUpItemAction

Ground

WeaponItem

Action

Item

game

<<interface>>
Behaviour

Player

Human

ArmWeapon

LegWeapon

Limbs
- total: int

+ breakALimb(): void
+ limbRemaining(): boolean

Zombie
- punchChance: double
- speechChance: double
- behaviours: Behaviour[]
- zombieSpeech: String
- arms: Limb
- legs: Limb
- canMove: boolean

+ getIntrinsicWeapon():IntrinsicWeapon
+playTurn(actions:Actions, lastAction:Action, map:GameMap, display:Display): Action
+ hurt(): void
+ loseAnArm(): void
+ loseALeg(): void
+ armExists(): boolean
+ legsExist(): boolean
+ getArms(): int
+ getLegs(): int
+ movementTracker(): void

PickUpBehaviour

+ getAction(actor:Actor,map:GameMap):action

FarmingBehaviour

+ getAction(actor:Actor,map:GameMap):action

ConsumeBehaviour

+ getAction(actor:Actor,map:GameMap):action

Farmers
- behaviours: Behaviour[]

+playTurn(actions:Actions, lastAction:Action, map:GameMap , display:Display):action

ZombieMace

UpgradeItemAction

+ execute(): String
+ menuDescription(): String

ZombieClub

Corpse
- minRespawnTurns: int
- maxRespawnTurns: int
- turns: int

+playTurn(actions:Actions, lastAction:Action, map:GameMap , display:Display):action
+ respawn(currentLocation: Location): void
+ canRespawn(): boolean

SowAction

+ execute(actor:Actor,map:GameMap): result

HarvestAction

+ execute(actor:Actor,map:GameMap): result

ConsumeAction

+ execute(actor:Actor,map:GameMap): result

FertilizeAction

+ execute(actor:Actor,map:GameMap): result

PortableItem

Food

Crop
- age: int
- ripeAge: int
- fertilizeEffect: int

+ tick(): void
+ fertilize():void
+ isRipe():boolean

AttackAction

+ execute(actor:Actor,map:GameMap): result