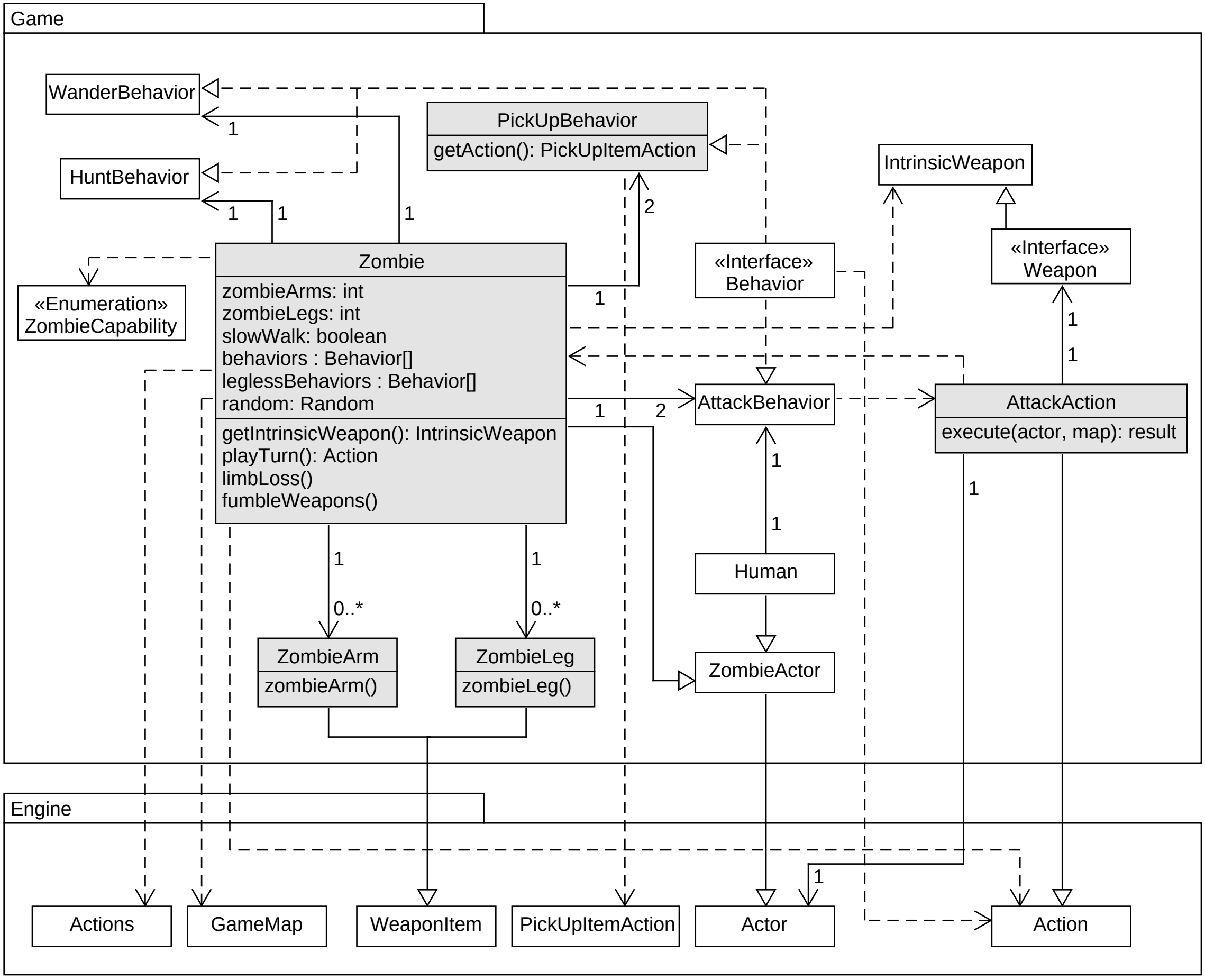
Game
WanderBehavior
HuntBehavior
PickUpBehavior
getAction(): PickUpItemAction
IntrinsicWeapon
«Interface»
Weapon
«Interface»
Behavior
«Enumeration»
ZombieCapability
Zombie
zombieArms: int
zombieLegs: int
slowWalk: boolean
behaviors : Behavior[]
leglessBehaviors : Behavior[]
random: Random
getIntrinsicWeapon(): IntrinsicWeapon
playTurn(): Action
limbLoss()
fumbleWeapons()
AttackBehavior
AttackAction
execute(actor, map): result
Human
ZombieActor
ZombieArm
zombieArm()
ZombieLeg
zombieLeg()
0..*
Engine
Actions
GameMap
WeaponItem
PickUpItemAction
Actor
Action