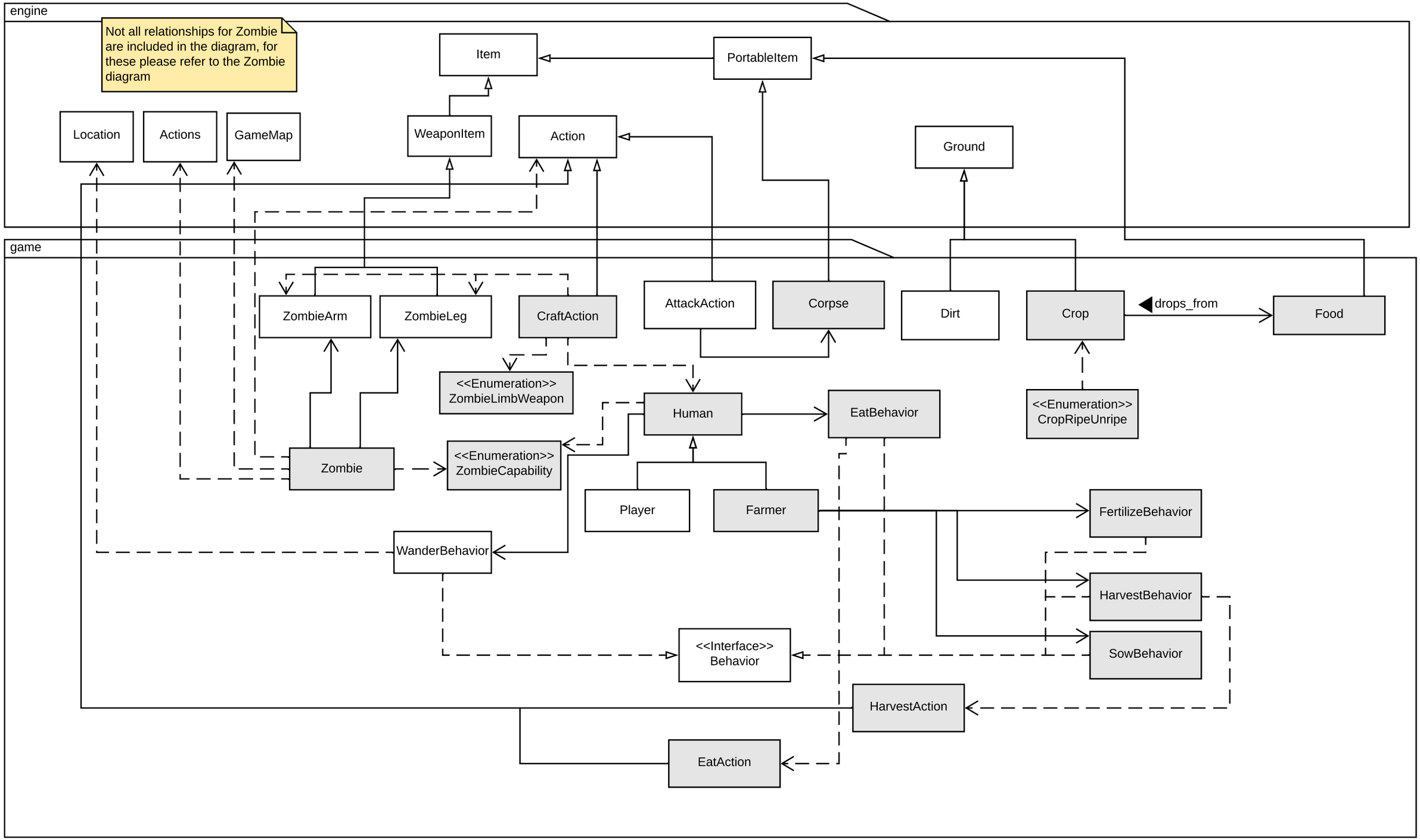
engine
Not all relationships for Zombie are included in the diagram, for these please refer to the Zombie diagram
Item
PortableItem
Location
Actions
GameMap
WeaponItem
Action
Ground
game
ZombieArm
ZombieLeg
CraftAction
AttackAction
Corpse
Dirt
Crop
drops_from
Food
<<Enumeration>>
ZombieLimbWeapon
Human
EatBehavior
<<Enumeration>>
CropRipeUnripe
Zombie
<<Enumeration>>
ZombieCapability
Player
Farmer
FertilizeBehavior
WanderBehavior
HarvestBehavior
<<Interface>>
Behavior
SowBehavior
HarvestAction
EatAction