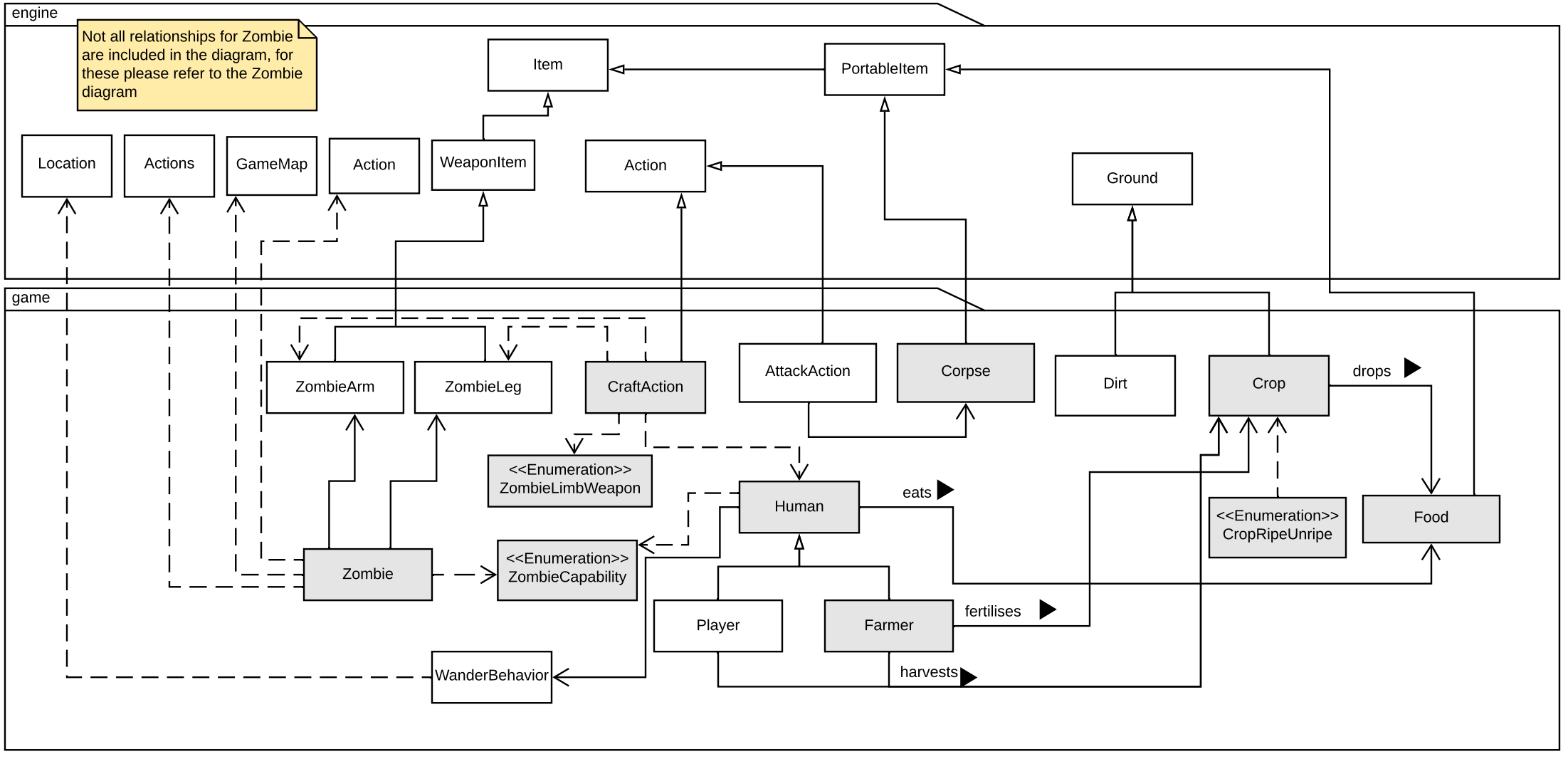
engine
Not all relationships for Zombie are included in the diagram, for these please refer to the Zombie diagram
Item
PortableItem
Location
Actions
GameMap
Action
WeaponItem
Action
Ground
game
ZombieArm
ZombieLeg
CraftAction
AttackAction
Corpse
Dirt
Crop
drops
<<Enumeration>>
ZombieLimbWeapon
Human
eats
<<Enumeration>>
CropRipeUnripe
Food
Zombie
<<Enumeration>>
ZombieCapability
Player
Farmer
fertilises
harvests
WanderBehavior