**DESIGN RATIONALE**

**Implementing Crafting weapons**

A CraftAction class was created as a child class of Action in order to handle the crafting of a weapon. This way, the parent Action class will handle the user pressing a button to perform an Action, similarly to how AttackAction works. Since ZombieLeg and ZombieArms are both child classes of WeaponItem and WeaponItem is a child class of Item, this means that the Item class will handle the Human picking up the item using the method getPickUpAction(). The CraftAction class constructor will take in a Zombie arm or leg, and a ZombieLimbWeapon that the player wants to craft the limb to. The ZombieLimbWeapon enumeration contains the 2 possible weapons that can be crafted (mace or club). These values will tell the CraftAction for which type of ZombieLimbWeapon it is updating the damage and name of.

* .
* .

Implementing Rising from the dead

Implementing Farmers and food

* 1
* 2
* 3
* 4
* 5