**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 ZombieArs 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.

It was decided to create a ZombieLeg and ZombieArm that are child classes of WeaponItem. This means that we do not have to rewrite the contents of the PickupItemAction class, as WeaponItem is a child of Item, this means that zombie limbs qualify as Item objects. Hence, the PickupItemAction class will handle picking up a ZombieLeg or ZombieArm.

Also, by making a “CraftAction” class that is a child of Action, we already have

**Implementing Rising from the dead**

The AttackAction class currently creates a corpse object as an Item. We will change this so that the Corpse object is a child of the PortableItem class. The Corpse object inherits the method tick() from the Item class. The tick() method is run for every turn in the game so we will override this method in the child Corpse class, with a class integer variable of “turns” which is incremented each time tick() is called. Now that we can track time, we can see when 5-10 turns occur. When it does occur, AttackAction will simply remove the Corpse item using removeItem() from the Location class and place a Human in the position of the corpse.

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**Implementing Farmers and food**

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