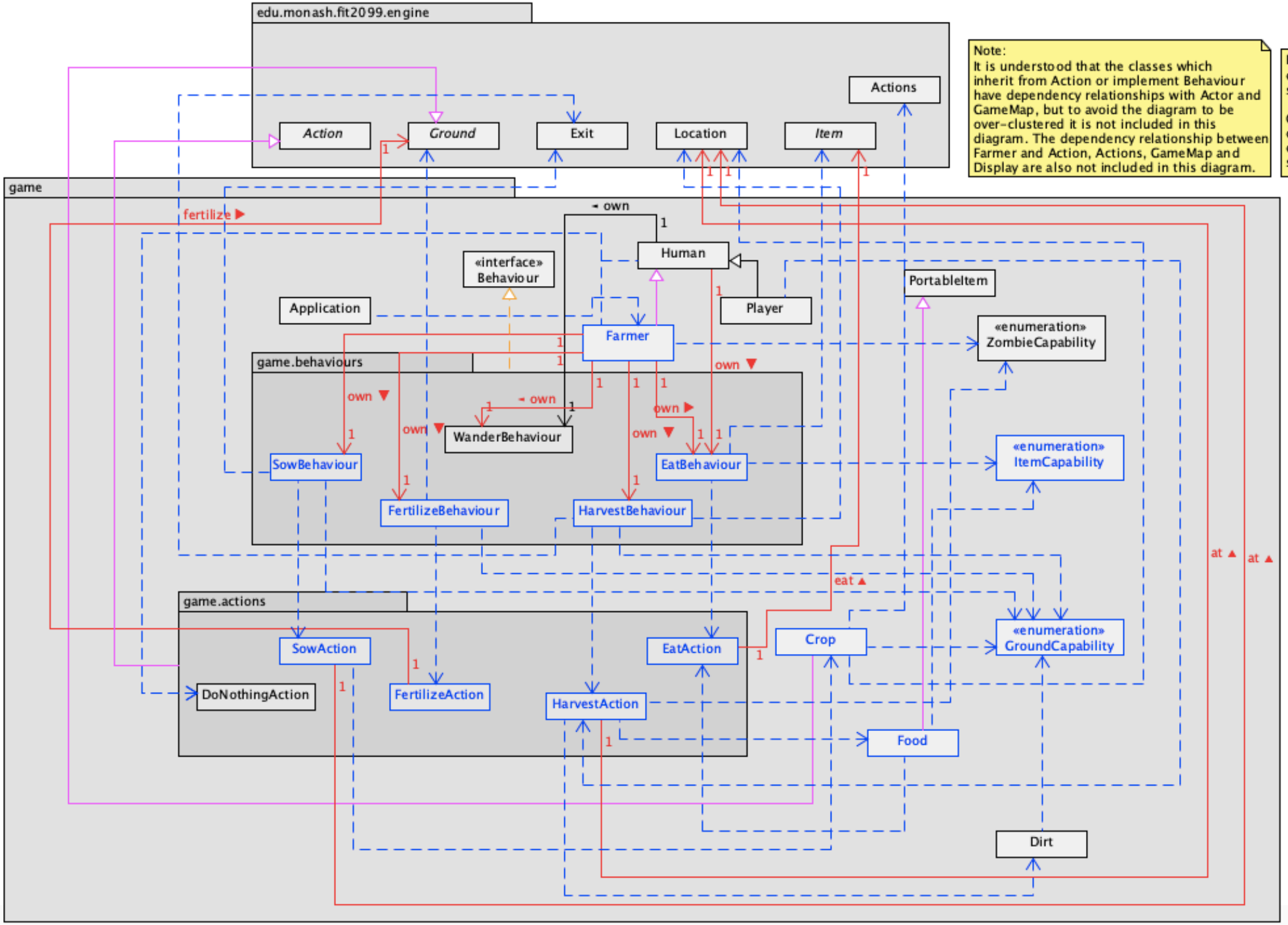
edu.monash.fit2099.engine
Actions
Action
Ground
Exit
Location
Item
Note:
It is understood that the classes which inherit from Action or implement Behaviour have dependency relationships with Actor and GameMap, but to avoid the diagram to be over-clustered it is not included in this diagram. The dependency relationship between Farmer and Action, Actions, GameMap and Display are also not included in this diagram.
Black: existing system
Other colours: extended system
game
fertilize
own
Human
«interface» Behaviour
Application
Player
PortableItem
Farmer
«enumeration» ZombieCapability
game.behaviours
own
WanderBehaviour
SowBehaviour
EatBehaviour
«enumeration» ItemCapability
FertilizeBehaviour
HarvestBehaviour
at
eat
game.actions
SowAction
EatAction
Crop
«enumeration» GroundCapability
DoNothingAction
FertilizeAction
HarvestAction
Food
Dirt