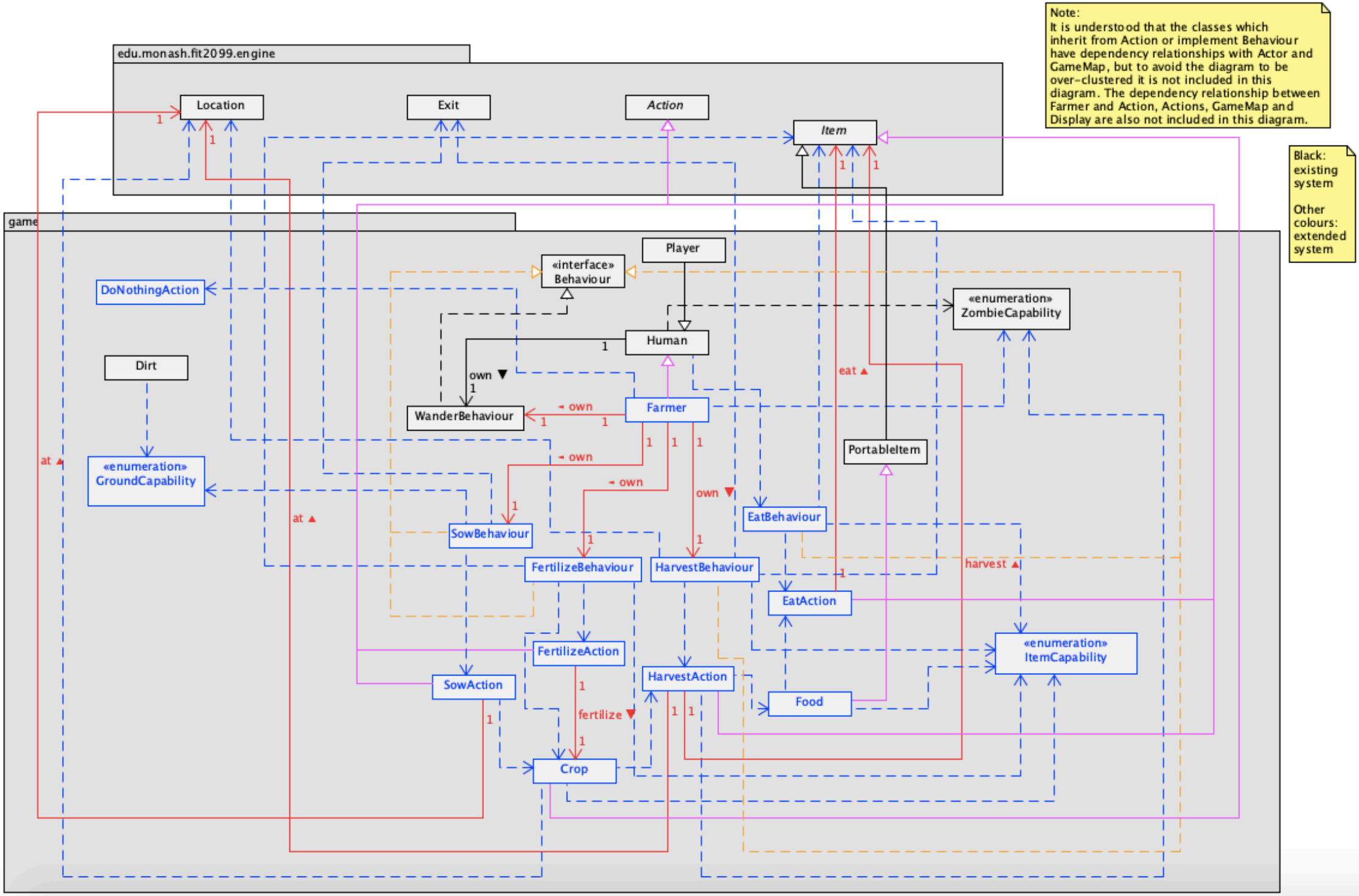
edu.monash.fit2099.engine
Location
Exit
Action
Item
game
Player
«interface»
Behaviour
DoNothingAction
«enumeration»
ZombieCapability
Human
Dirt
own
WanderBehaviour
Farmer
eat
PortableItem
«enumeration»
GroundCapability
at
SowBehaviour
EatBehaviour
FertilizeBehaviour
HarvestBehaviour
harvest
EatAction
FertilizeAction
«enumeration»
ItemCapability
SowAction
HarvestAction
Food
fertilize
Crop
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