LLYAndTSM

Zombie
Zombie is from the game package. It is a child class of Zombie Actor. Zombie has an
AttackBehavior class. Because zombie have many attack actions. This attack actions can be
class into AttackBehaviour. This AttackBehaviour class consists of Attack actions such as
bite(),punch(),slash(),hit(). The relation between AttackBehaviour and AttackAction is a
dependency. Zombie is able to pick up a weapon. So ZombieActor which is the parent of
Zombie is able to access pickUpItemAction that is a class in the engine package. The
pickUpItemAction will take an Item. Weapon is a child of Item. From this connection, the
zombie is able to pick up a weapon.

Human
Has 2 child classes which are player and farmer. Is an abstract class
Human interacts with action class because human has many actions

Player
Inherits from human because a player is human but with more of its own extra functionality
The player has an attackBehaviour. These class allows the player to have many types of
attack. Once of which a player can wield weapons. A player shs an arraylist of inventory that
stores what the player has picked up eg: food, weapon and etc. This is why player is
connected to pickUpAction. This is to allow player to pick up items. When the zombie drops
limbs it becomes an item. So when Player is able to pick up item it can pick up zombie libs
and make it into weapons.

Farmer
Inherits from a human but with more of its own extra functionality. Farmer extra
functionality is creating food, fertilizing crops, harvesting crops.These extra functionality is
added into FarmBehaviour. This FarmBehaviour is an inheritance of the behaviour interface.
When a farmer harvest a crop it becomes a food because the crop is inherited from food. This
food is inherited from item. When a farmer stands over a patch of dirt it can sow a crop in it.
That is why farmer can interact with the dirt class. The dirt class can have crop on it. Thus it
also connected to the crop class. When the farmer harvest the crop, it will drop the food.
Because Farmer is inherited from Human class which is also inherited from ZombieActor.
Zombie actor is able to drop item with the connection to DropItemAction. This will alow the
Farmer to drop the food after is harvested.