

LLYAndTSM

Zombie

Zombie interact with damage and actions class

Human

Has 2 child classes which are player and farmer. Is an abstract class

Human interacts with action class

Player

Inherits from human because a player is human but with more of its own extra functionality

Farmer

Inherits from a human is human but with more of its own extra functionality

Weapon

A weapon can be used by zombies and humans.

A human can craft a weapon

Weapons interact with damage class and craft class

Weapon and damage is dependent on each other.

Weapon and craft is associated on each other

Damage

A zombie can get damage

The zombie and damage class is dependent on each other

Craft

Humans have actions and one of it is crafting a weapon

Craft class interact with two class which is Action class and weapon

Craft class and Action class is dependent on weapon

Craft class and weapon class is an association

Attack

The attack is one of the actions

Attack is dependent on action class