

LLYAndTSM

Zombie

Zombie is from the game package
Zombie interact with damage and actions class
Zombie class //add gets damage after beaten
Zombie has many actions

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 interacts with craft class and is dependent
Has an arraylist of inventory that stores what the player has picked up eg: food, weapon and etc

Farmer

Inherits from a human but with more of its own extra functionality
Farmer extra functionality is creating food, fertilizing crops, harvesting crops

Weapon

A weapon can be used by zombies and humans.
A player can craft a weapon
Weapons interact with damage class and craft class
Weapon and damage is dependent on each other because the limbs of the damaged zombie can be wielded as simple clubs.
Weapon and craft are associated with each other because lists of weapons that could be crafted are stored in the craft class and added into player inventory.

Damage

A zombie can get damage
The zombie and damage class is dependent on each other because a zombie needs to call the methods in damage class to show the different types of damage and manipulate the number of limbs of zombie

Craft

Craft class interact with two class which is player class and weapon
Craft class and weapon class is an association because lists of weapons that could be crafted are stored in the craft class.
Craft class and player class is a dependency because the player calls craft to craft any weapons

Attack

The attack class is action child class. It inherits from actions

It is the type of attack that player, zombie or human has