Ammunition

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PortableItem

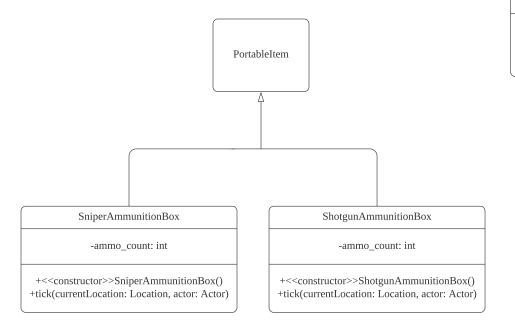**<<interface>>**
ActorInterface

+set_sniper_ammo(count: int)
+get_sniper_ammo()
+set_shotgun_ammo(count: int)
+get_shotgun_ammo()

SniperAmmunitionBox

-ammo_count: int

+<<constructor>>SniperAmmunitionBox()
+tick(currentLocation: Location, actor: Actor)

ShotgunAmmunitionBox

-ammo_count: int

+<<constructor>>ShotgunAmmunitionBox()
+tick(currentLocation: Location, actor: Actor)

Human

-sniper_ammo: int
-shotgun_ammo: int

+set_sniper_ammo(count: int)
+get_sniper_ammo()
+set_shotgun_ammo(count: int)
+get_shotgun_ammo()