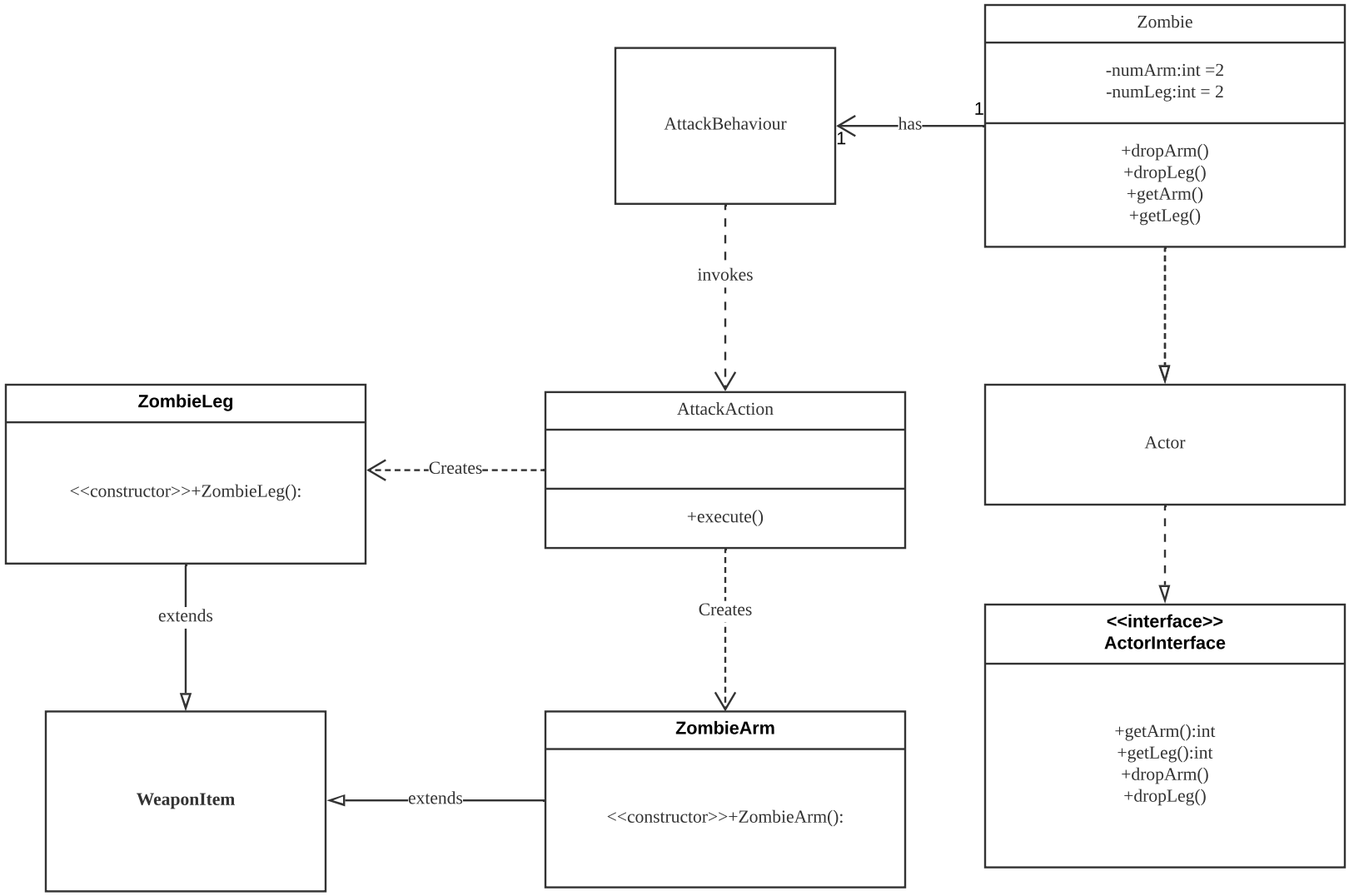
Zombie
-numArm:int =2
-numLeg:int = 2
+dropArm()
+dropLeg()
+getArm()
+getLeg()
AttackBehaviour
has
1
1
invokes
Actor
AttackAction
+execute()
Creates
ZombieLeg
<<constructor>>+ZombieLeg():
extends
Creates
<<interface>>
ActorInterface
+getArm():int
+getLeg():int
+dropArm()
+dropLeg()
ZombieArm
<<constructor>>+ZombieArm():
extends
WeaponItem