<<interface>>
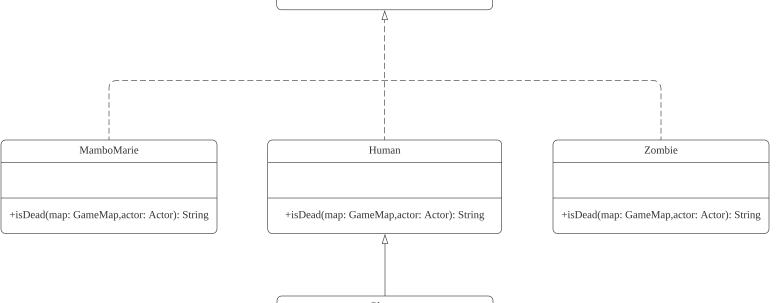**ActorInterface**

+damaged(): Boolean
+set_previous_health(health: int)
+get_lastAction(): Action
+isDead(map: GameMap,actor: Actor): String

MamboMarie

+isDead(map: GameMap,actor: Actor): String

Human

+isDead(map: GameMap,actor: Actor): String

Zombie

+isDead(map: GameMap,actor: Actor): String

Player

-lastAction: Action
-previous_health: int

+playTurn(actions:Actions, lastAction: Action,map: GameMap, display: Display): Action
+damaged(): Boolean
+set_previous_health(health: int)
+get_lastAction(): Action