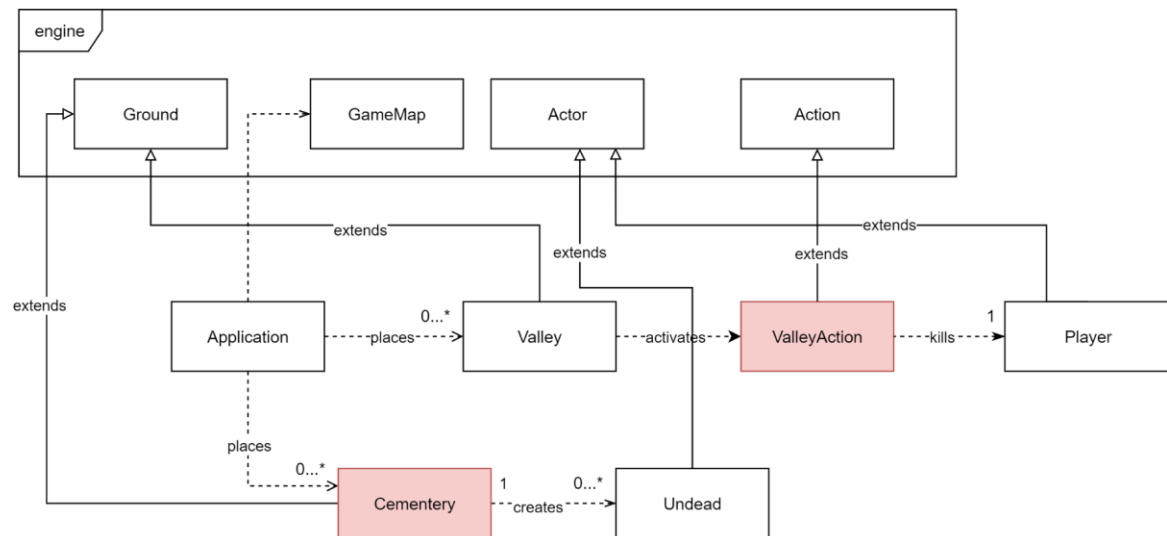Design Rationale: Terrains

Firstly, I created Valley and Cemetery which are placed using an application. We can spawn several cemetery and Valley across the map as it says in the requirements. Cemetery has a 25% chance to create undead that's why I used association from cemetery to undead rather than dependency. The multiplicity is one to many because a cemetery can create multiple undead. I made an Action called ValleyAction which instantly kills the player when they step inside the valleys which are across the map. The multiplicity is one to one because one valley kills one player only