Zombie Implementation

Zombie attack: Zombies should get .getWeapon() from actor class and actually calling what type of attack it is (weapon). We are also implementing the change weapon when the zombies don't have any weapon left or they have a better weapon nearby? About the bite, when the zombie bites, it triggers the heal action on itself.

Zombie Say “BRAINS”: mostly revolves around playTurn() method in Zombie class. We are going to add part of 10% saying brains on every turn

Zombie Limbs: We are gonna make a class limbs, that is inherited from weaponItem, that can be use as a weapon when the limb falls off. But when it is still attached to the zombie, we might just make a walkingSpeed of 100 shows that it still have 2 legs, when it dropped to 50 means it has lost one of its leg and there is also punchingChance of 100 to show that is has to arms. In the zombieActor, we are going to modify .hurt() method so that when the zombie gets attacked, there is a certain chance of it to lose its limb and when losing, dropped the chances and walkingSpeed also creating the limb weapon on the space that it is in.

Crafting Implementation

Assumptions:

Item placement is already dealt with in application (on map)

Humans can also craft

All we are crafting are weapons

What we are planning to do is to implement either a CraftingAction class and maybe a CraftingBehaviour class for humans to be able to make the application make a craftedWeapon class. Either the CraftingBehaviour would interact with CraftingAction or the Player does craftingAction themselves. CraftedWeapon should have a name so it won’t just say craftedWeapon it’ll say it’s name.

The behaviour and action classes should be interacted with by the Human class and all its children. The craftedWeapon should be created via the application after it is told to do so by CraftedAction or something like that.

Farmer Implementation

Assumptions:

Heal class has been made

Application class deals with the usage of items

Application will also deal with the placement of items on map

We will implement humans to have a farmer class, the Farmer class will be similar to Human only that the Farmer class will have access to a specific behaviour class called FarmerBehaviour. FarmerBehaviour is a child of the <<interface>>Behaviour, What FarmerBehaviour should do is interact with dirt to do plant crops/harvest them.

We have also made some changes to the dirt class, specifically we have made a boolean for having a crop and potentially a counter for turns past. Along with this there should be methods for us to harvest crops and planting as well as fertilising. Now the harvest crops method should create a FoodItem class, this food item class should hold how much it will heal and the method for consuming. When consuming it should interact/create a healAction class. Now Healaction is already there since we need it for the bite in zombie.