Brainstorming

2 groups, Humans and Zombies

Humans
Data- nickname, ID card

Functions
Becomes Zombie
Stun Zombie

Zombies
Data- nickname,

ID card list  (implicit in the descript is that a zombie may tag multiple humans so this is a list of ID cards)

Time_Since_Tag
Stun

Functions
Tag human
Starve?
Check_Stun_Gone

Is there any inheritance?

This is what was expected.
Is this correct?  IDK.
Is this the only answer?  Definitely NO!

What follows is a more formal write up looking like UML.

The last page addresses the question of whether there is any inheritance.
### Design

**Human**

**Data**

- Nickname- string, private
- ID card- string, private  //alphanumeric sequence unique

**Functions**

- **Becomes Zombie**- when tagged this function is called to create a Zombie object with the same nickname and removes the original human object
- **Stun Zombie**- sets the zombie stun data to 15 minutes

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**Zombie**

**Data**

- ID card list- array or list of string, private  //IDs of tagged Humans
- Time_Since_Tag- int variable  //tracks the minutes until starvation
- Stun- int variable  //tracks minutes until Zombie is able to move

**Functions**

- **Tag human**- gets Human's ID, adds it to ID list, calls Human.Becomes_Zombie() to convert human to Zombie
- **Starve?** – called every time cycle. If counter = 48 hours then Zombie removes itself
- **Check_Stun_Gone**- called every time cycle. If counter = 15 minutes then Zombie is free to move
Collect common items into potential superclass

<table>
<thead>
<tr>
<th>Player</th>
<th>Data-</th>
<th>Functions-</th>
</tr>
</thead>
<tbody>
<tr>
<td>Only nickname</td>
<td></td>
<td>None in common</td>
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So? No inheritance