* handin1:
  + input validation:
    - * length (D)
      * value(D)
  + program input:
    - * configuration parameters (first line of input file): (D)

size of map,

duration of game,

pollen types,

pollen action,

max, min, sum or sort

* board objects:
  + - * + beehive
        + wasphive
        + flower
        + bees
        + wasps
        + pollen