

(C)Workbench

- stash: ResourceStash [0..1]

+ Workbench(stash: ResourceStash)

+ build(plan: CraftingPlan, hasFireplace: boolean): Buildable

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- canBuild(plan: CraftingPlan, hasFireplace: boolean): boolean

+ getCraftablePlans(hasFireplace: boolean): Set<CraftingPlan>

+ stash(): ResourceStash

(C)Camp

- constructed: Deque<Buildable> [0..*]

- currentEndeavor: Rescue [0..1]

- hasFireplace: boolean [1]

- stash: ResourceStash [0..1]

- strongestWeapon: Tool [0..1]

- uuid: UUID [0..1]

- workbench: Workbench [0..1]

+ Camp(uuid: UUID)

+ addResource(r: Resource)

+ build(plan: CraftingPlan): Buildable

+ canBuildAnything(): boolean

+ devastate()

+ listConstructed(): List<Buildable>

+ listPossibleCraftingPlans(): List<CraftingPlan>

+ ravage()

+ resources(): List<Resource>

(C)ResourceStash

- protectedResourcesCount: NonNegativeInteger [0..1]

- stash: Deque<Resource> [0..*]

+ add(resource: Resource)

+ consumeResources(required: Set<ResourceRequirement>)

+ devastate()

+ hasResources(required: Set<ResourceRequirement>): boolean

+ protectTopMostNResources(n: NonNegativeInteger)

(E)Resource

+ METAL: Resource [1]

+ NO_RESOURCE: Resource [1]

+ PLASTIC: Resource [1]

+ WOOD: Resource [1]

+ valueOf(name: String): Resource

+ values(): Resource[]

(C)NonNegativeInteger

- value: int [1]

+ NonNegativeInteger(value: int)

+ add(i: int): NonNegativeInteger

+ value(): int

