

(C)Camp

workbench
[0..1]

(C)Workbench

- consumer: ResourceConsumer [0..1]

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

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

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

+ consumer(): ResourceConsumer

consumer
[0..1]

(I)ResourceConsumer

+ consumeResources(required: Set<ResourceRequirement>)

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

(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)