Renderable
+ Renderable() + render() + setPosLayar() + getRenderChar() + setRenderChar()
Cell
+ Cell() + Cell() + getPoint() + setPos() + isBarn() + isCoop() + isGrassland() + isMixer() + isTruck()
+ isWell()
Land
grass
+ Land() + Land() + hasGrass() + setGrass()
Coop
+ Coop() + isCoop() + setGrass()