Renderable
+ Renderable() + render() + setPosLayar() + getRenderChar() + setRenderChar()
Cell
+ Cell() + Cell() + getPoint() + setPos() + isBarn() + isCoop() + isGrassland() + isMixer() + isTruck() + isWell()
Facility
+ Facility() + interact()
Truck
+ Truck() + interact() + isTruck()