Lifelines (top):
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Workers
- workers: Record<WorkerType, number>[]
+ currentWorkers: Record<WorkerType, number>
+ workersAtWeek(week?: number): Record<WorkerType, number>
+ change(type: WorkerType, value: number)

Equipment
+ timeline: Partial<Record<EquipmentType, Partial<Equipment>>>[][]
+ equipmentAtWeek(week?: number): Record<EquipmentType, Equipment>
+ equipment: Partial<Record<EquipmentType, Partial<Equipment>>>[]
+ order(type: EquipmentType, deliveryType: DeliveryType)
+ unOrder(type: EquipmentType, deliveryType: DeliveryType)
+ finishDelivery(type: EquipmentType)

Finance
+ financeTimelines
+ statusAtWeek(timeline: Ref<number[]>, week?: number): number
+ outgoingAtWeek(week?: number): number
+ loanAtWeek(week?: number): number
+ balanceAtWeek(week?: number): number
+ weeklyBalanceAtWeek(week?: number): number
+ takeLoan(value: number, week?: number)
+ repayLoan(value: number, week?: number)

Bid
+ price: number
+ duration: number

Week
+ week: number
+ decisionForm: number
+ nextWeek()

Activities
- progressTimelines: Record<string, number[]>
- allocations: Record<string, Record<WorkerType, number>[]>
+ progressAtWeek(activity: string, week?: number) : number
+ activitiesAtWeek(week?: number): Activity[]
+ activities: Activity[]
+ isActivityDone(label: string, week?: number): boolean
+ allActivitiesDone(week?: number): boolean
+ getDuration(activity: Pick<Activity, 'duration'>): number
- totalWorkersAssigned(type: WorkerType, week?: number): number
- activityRequirementMet(activity: Activity, week?: number): boolean
- equipmentRequirementMet(activity: Activity, week?: number): boolean
+ workerRequirementMet(activity: Activity, week?: number): boolean
+ requirementsMet(label: string, week?: number): boolean
+ enoughWorkers
+ allocateWorkers(activity: string, type: WorkerType, value: number)
+ progressActivities()