

Project Change Log

| Date | Change Description | Reason for Change |
|------------|--|---|
| 05/10/2024 | Remove Random Events | Weather modifiers were already included to affect crops, thus random events became unnecessary. |
| 08/10/2024 | Initialised variables for all crops in the shop, including growth, sell value and price. | Modifications become easier by centralising crop-related values to update across crop classes. |
| 09/10/2024 | Remove retrieving “condition” from weather | Has no effect on crop values. |
| 11/10/2024 | Added 3 levels of inheritance to the UI. (UIElement <- InteractiveUIElement <- Button or Scroll) | Allows flexibility for creating buttons, and other static images. |
| 11/10/2024 | Added a fence class that inherits from UIElement. | A dedicated class for a repetitive sprite image simplifies code management. |
| 13/10/2024 | Remove Workers | Due to time constraints and complexity |