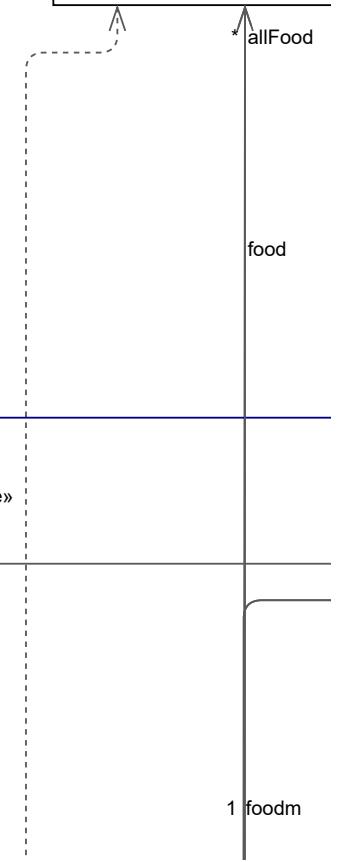


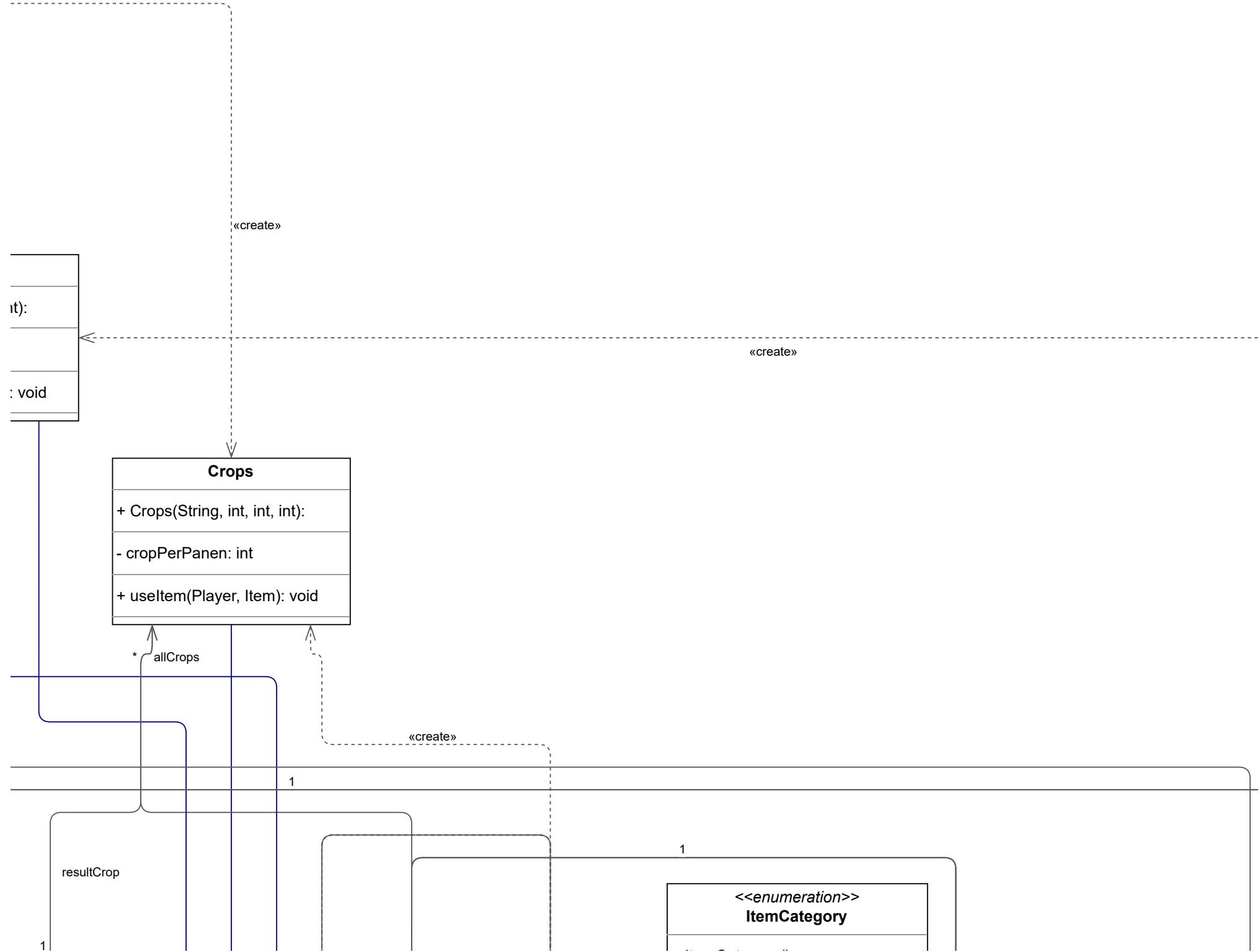
Food

+ Food(String, int, int, in

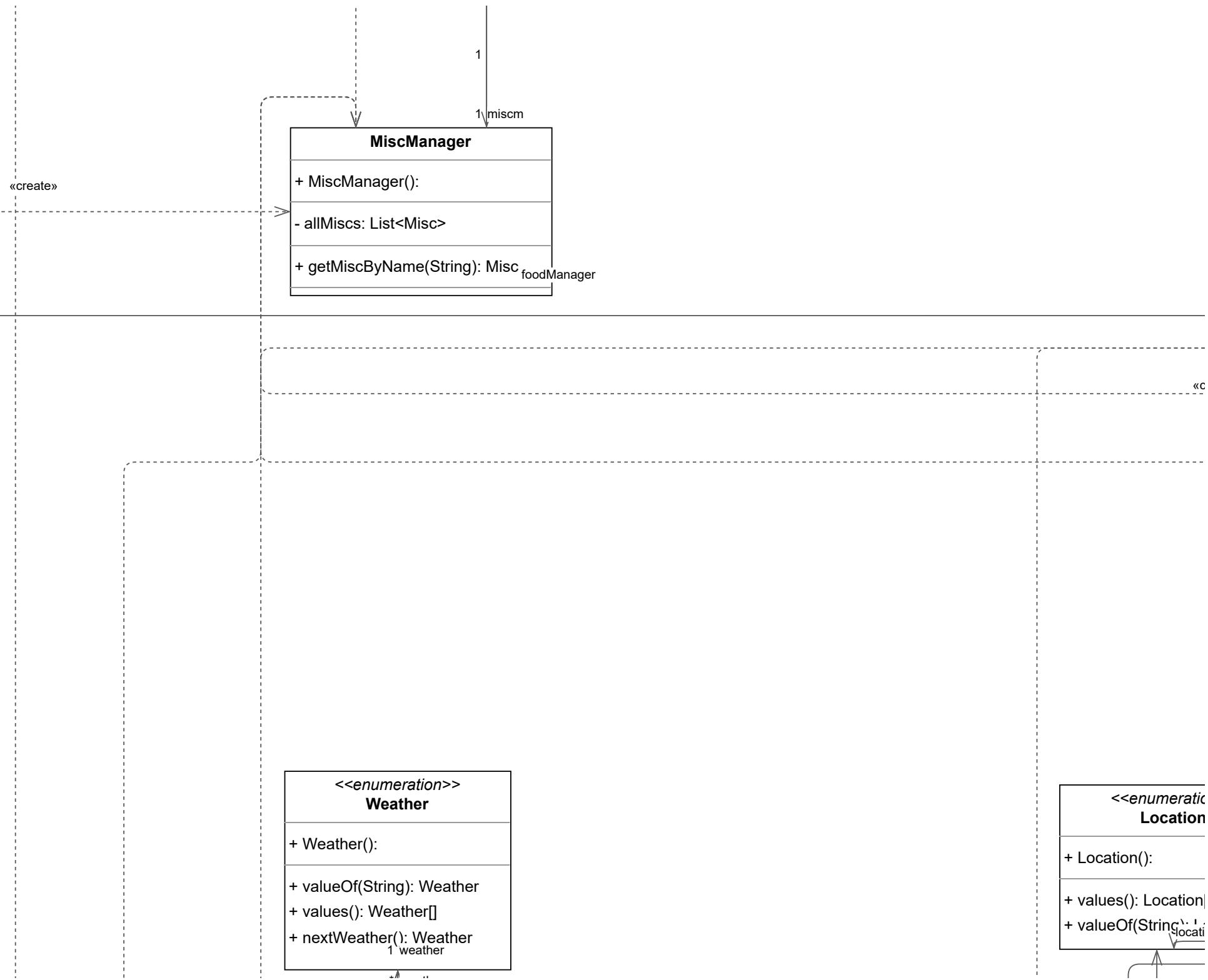
- energyValue: int

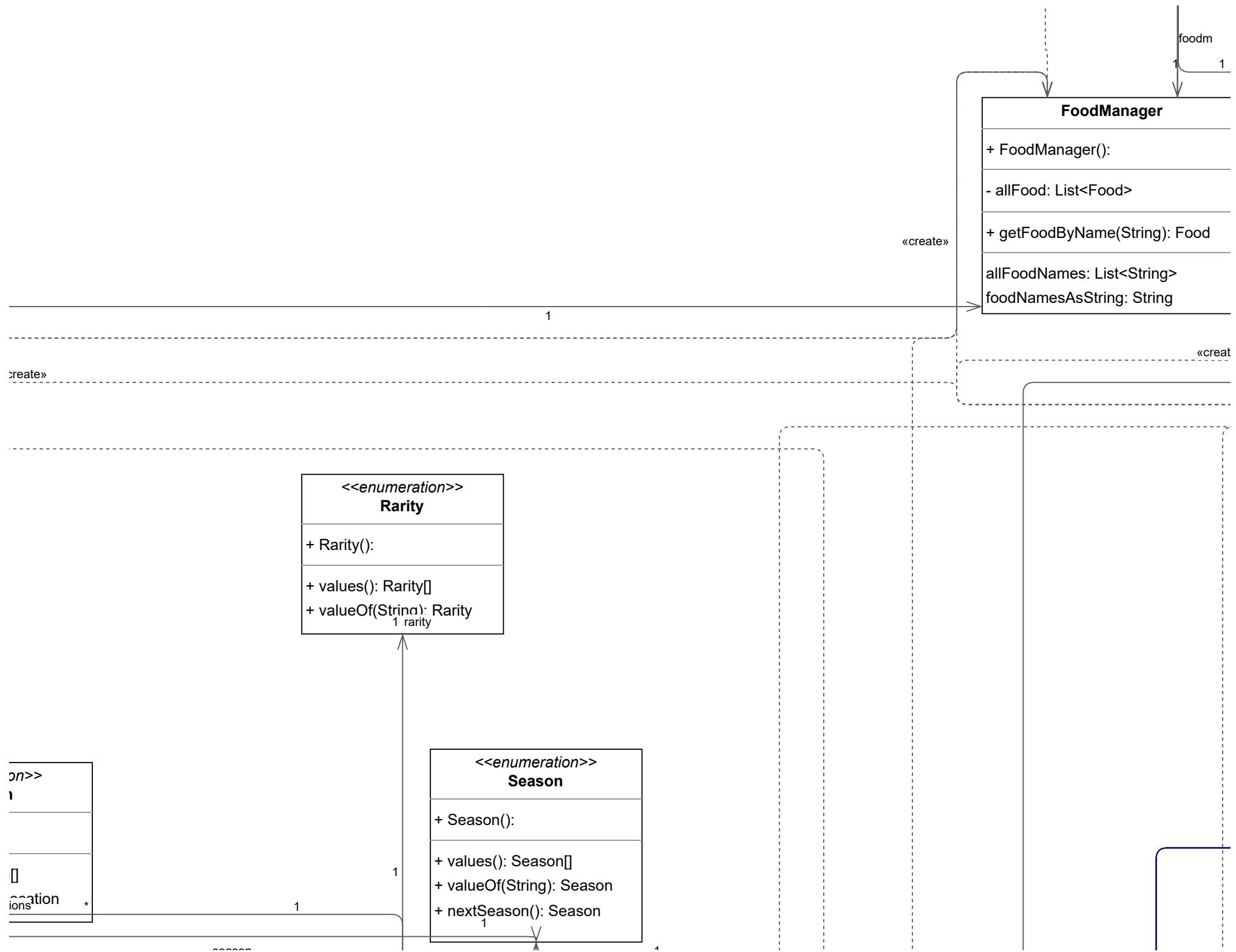
+ useItem(Player, Item):

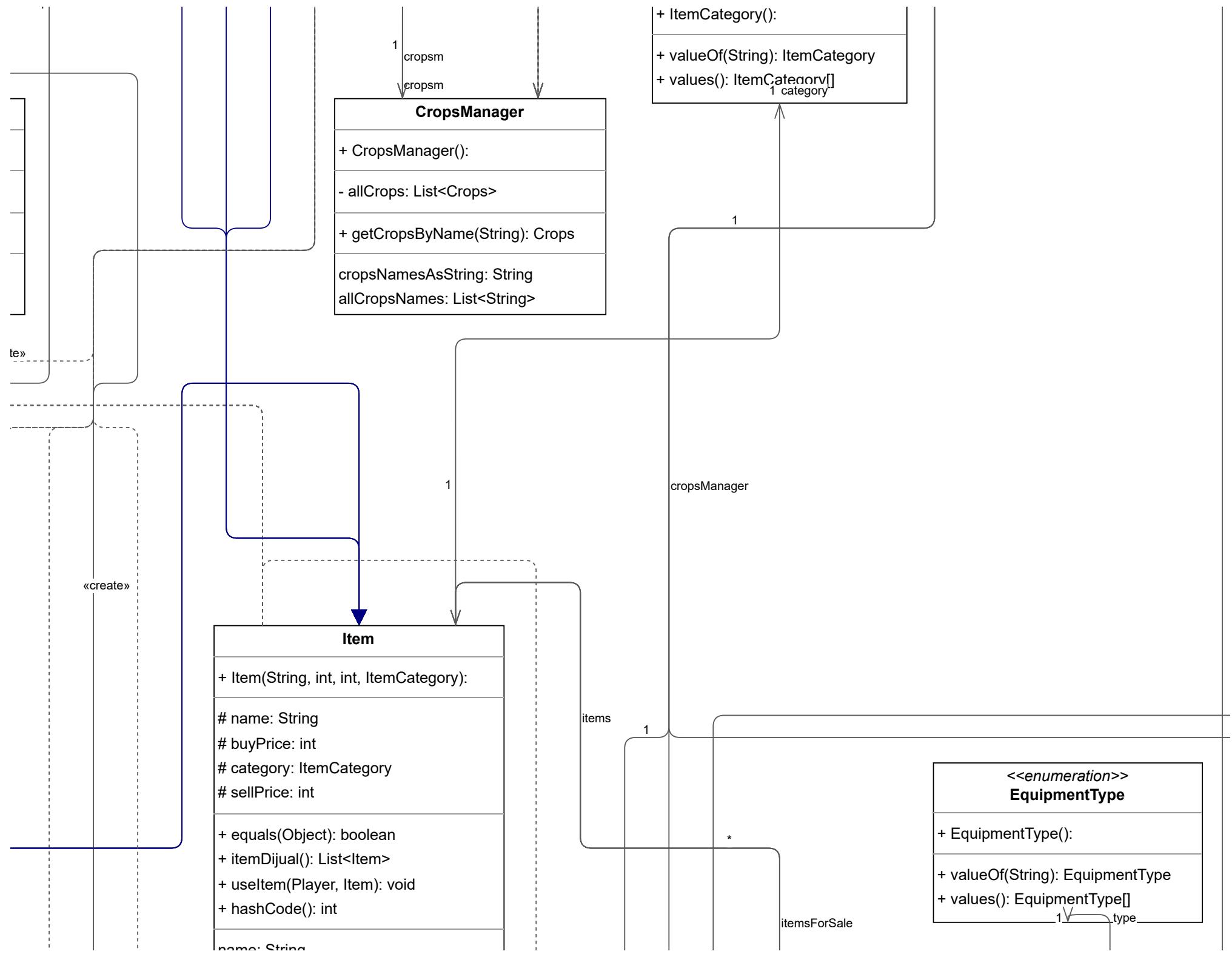






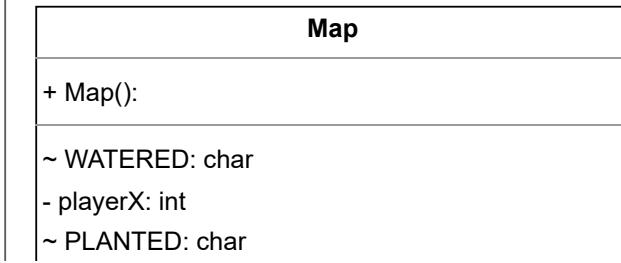
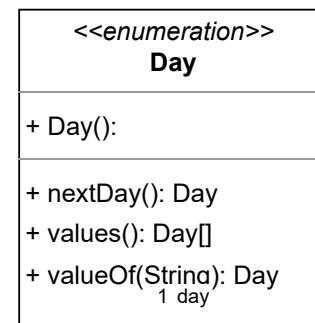


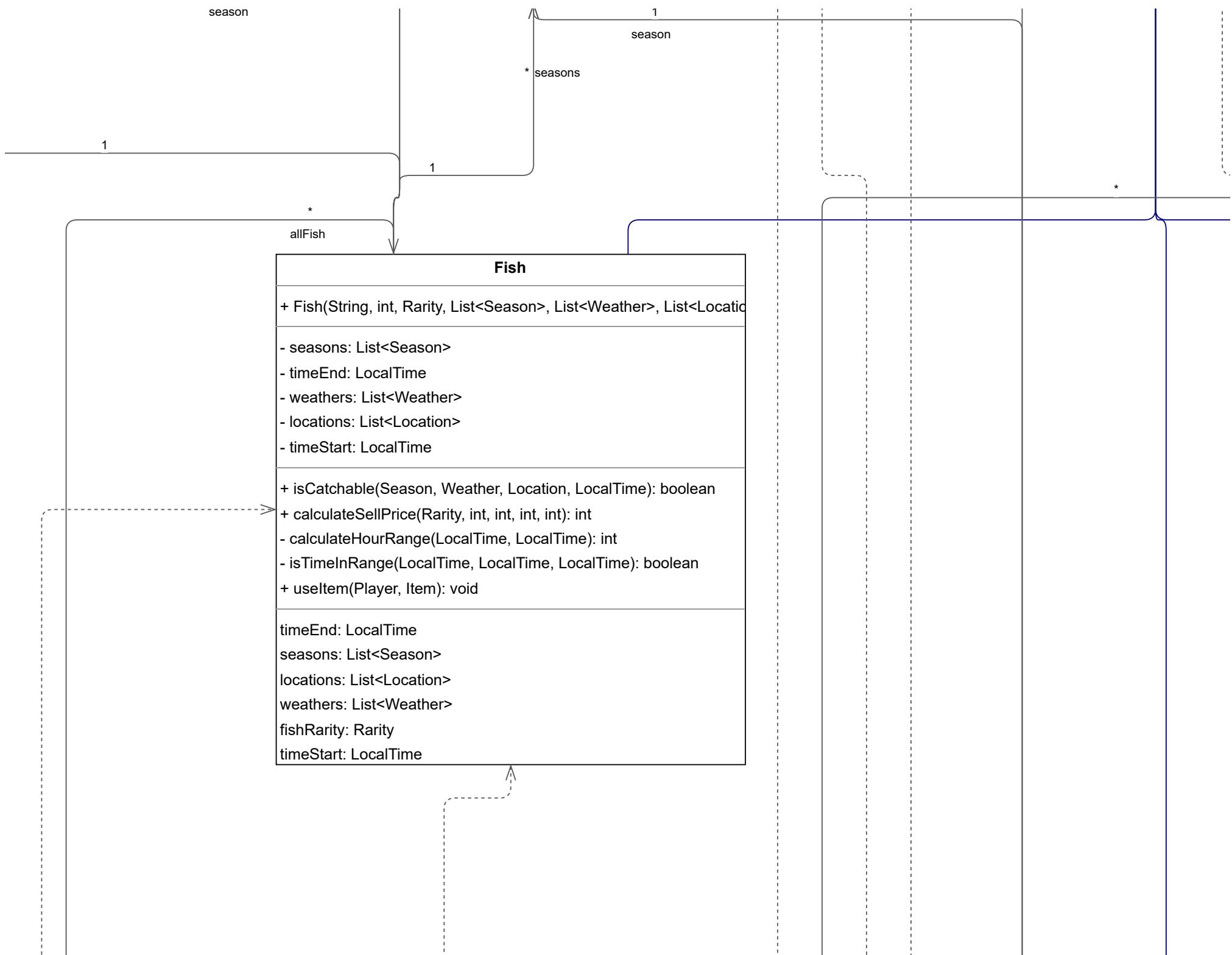




1 location
1

*\weathers





name: String
sellPrice: int
category: ItemCategory
buyPrice: int

«create»

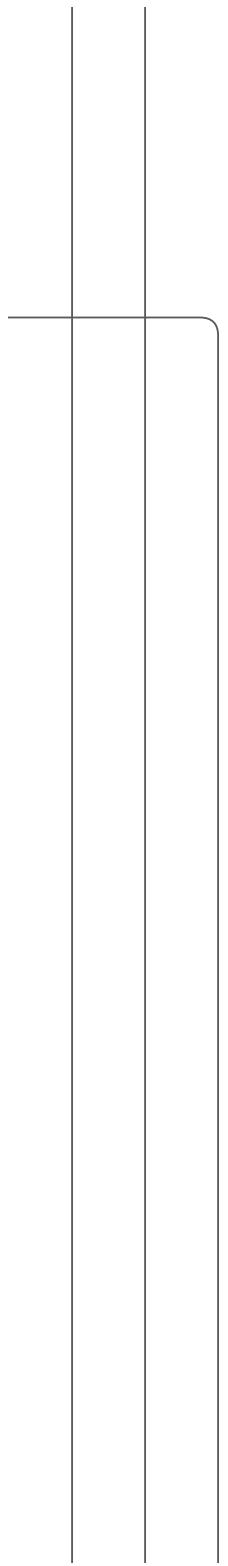
bin

*

«create»

«create»

1



```

~ WITHERED: char
~ TILLABLE: char
~ TILLED: char
- currentTile: char
- playerY: int
- map: char[][]

```

```

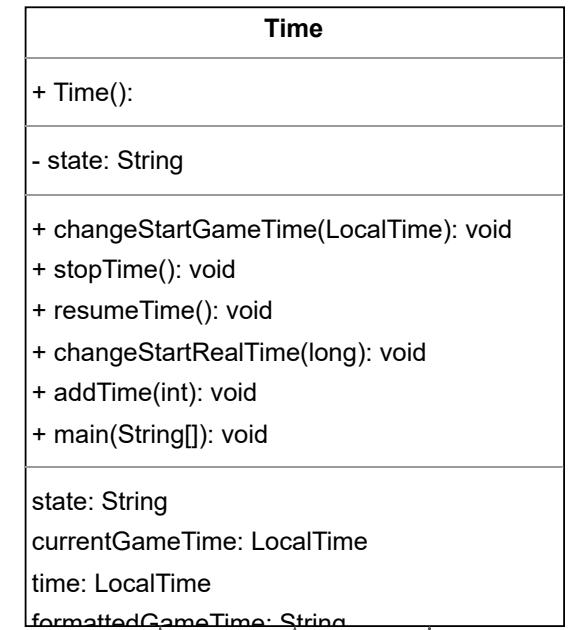
+ setTile(char, int, int): void
+ NPCAction(String, NPCManager, Player): void
+ worldMap(Player, NPCManager, Store): void
- isEmpty(int, int, int, int): boolean
+ isOutOfBounds(String): boolean
+ move(String): boolean
+ generateMap(): void
+ isInteger(String): boolean
- fillArea(int, int, int, int, char): void
- isWalkable(String): boolean

```

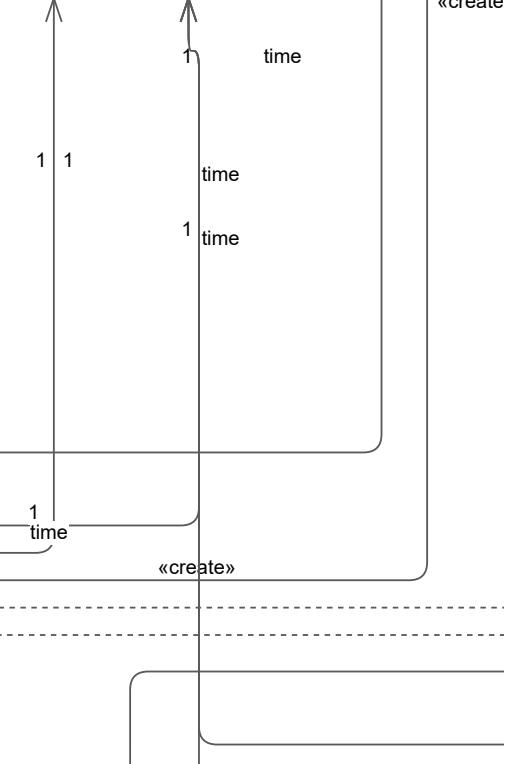
```

harvestReady: boolean
WATERED: boolean
map: char[][]
PLANTED: boolean
TILLED: boolean
WITHERED: boolean
playerX: int
TILLABLE: boolean
playerY: int
currentTile: char
surroundingTiles: char[]

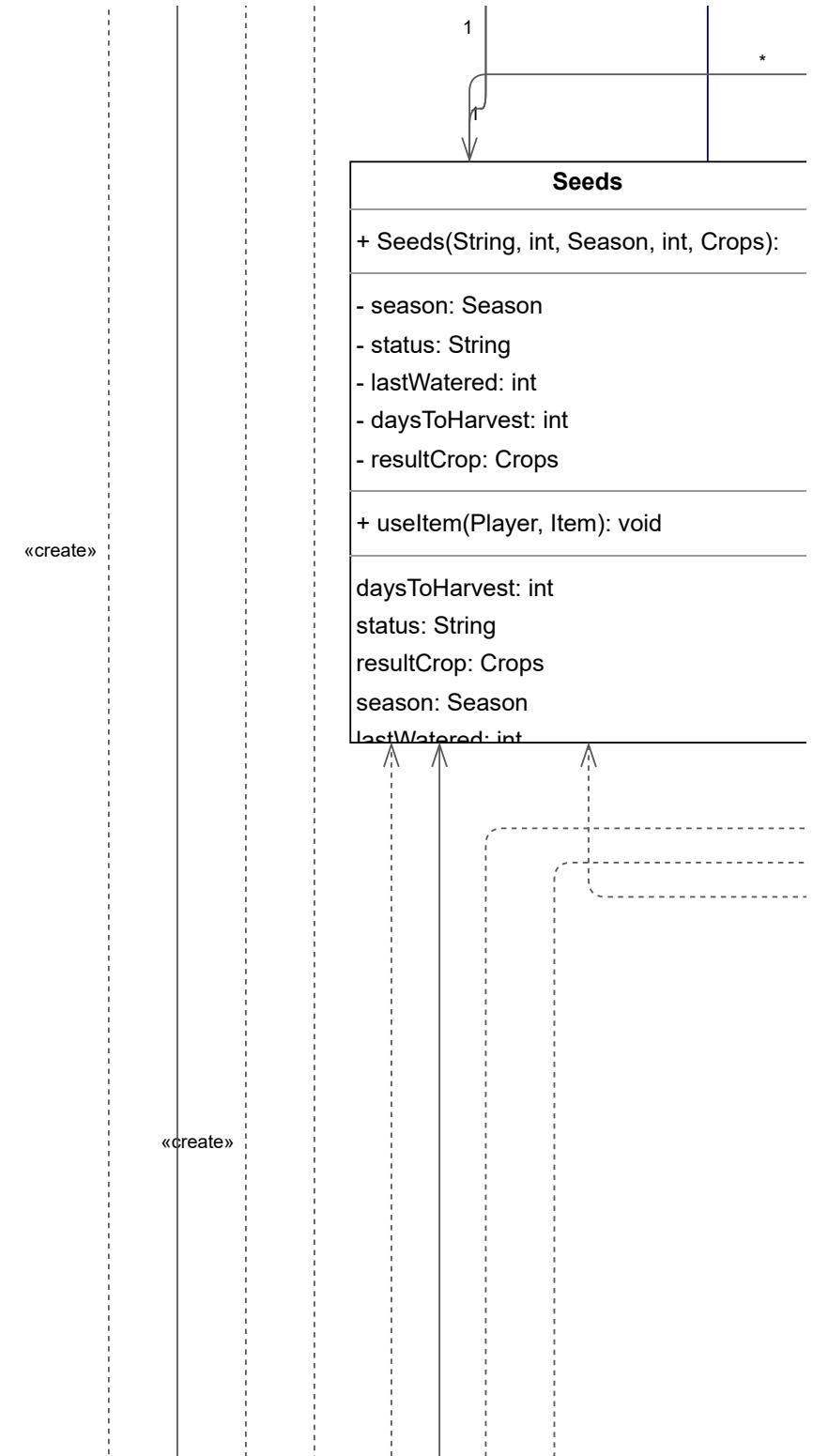
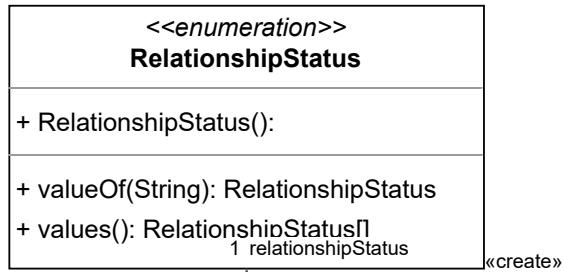
```

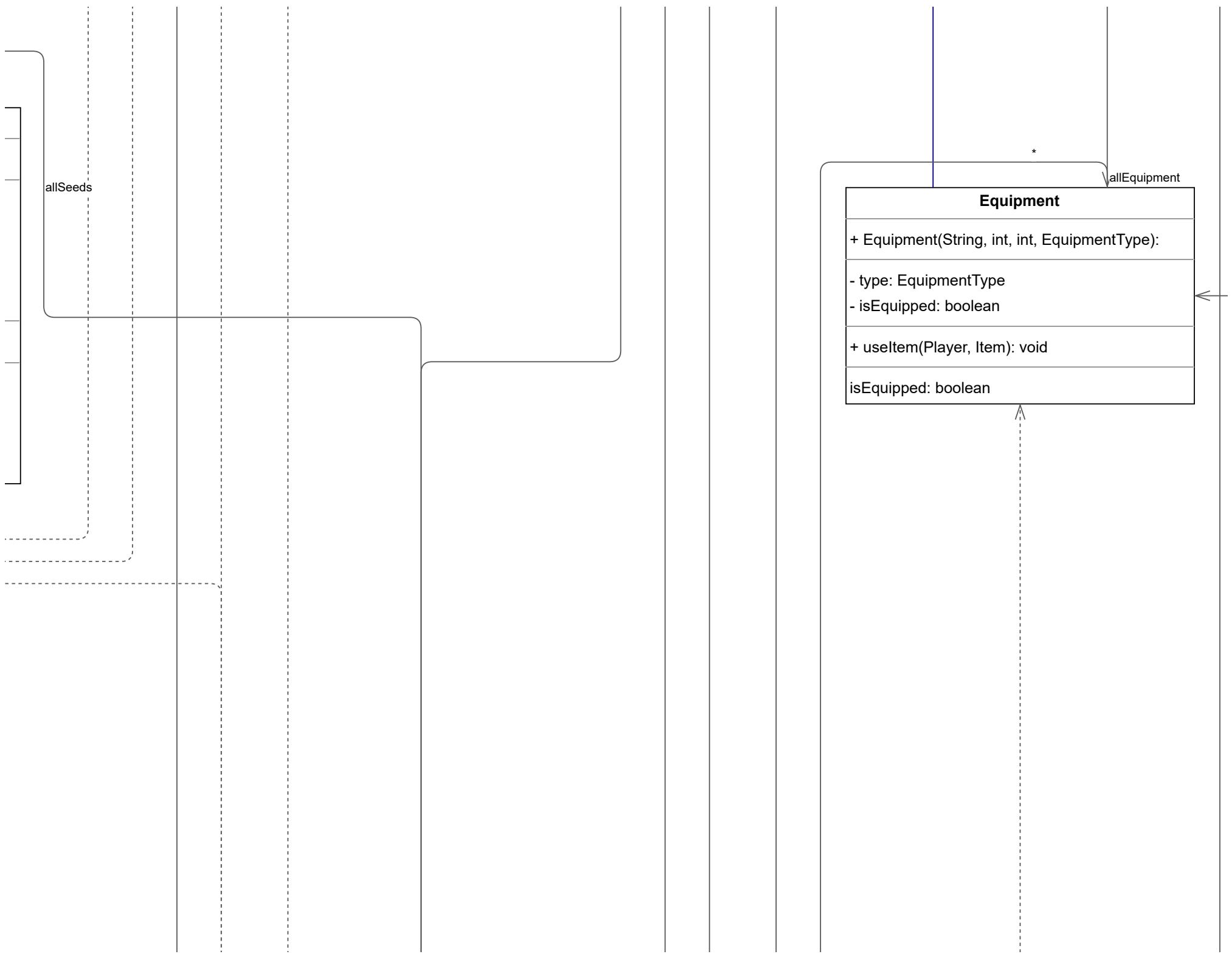


«create»



«create»





equippedTool

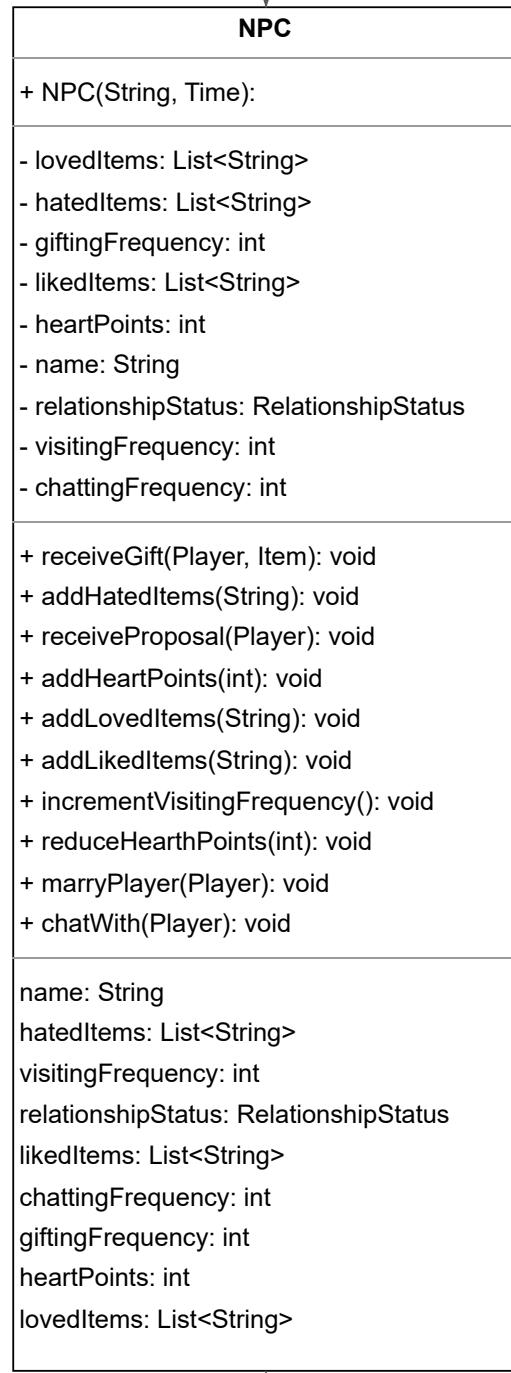
1

«create»

«create»

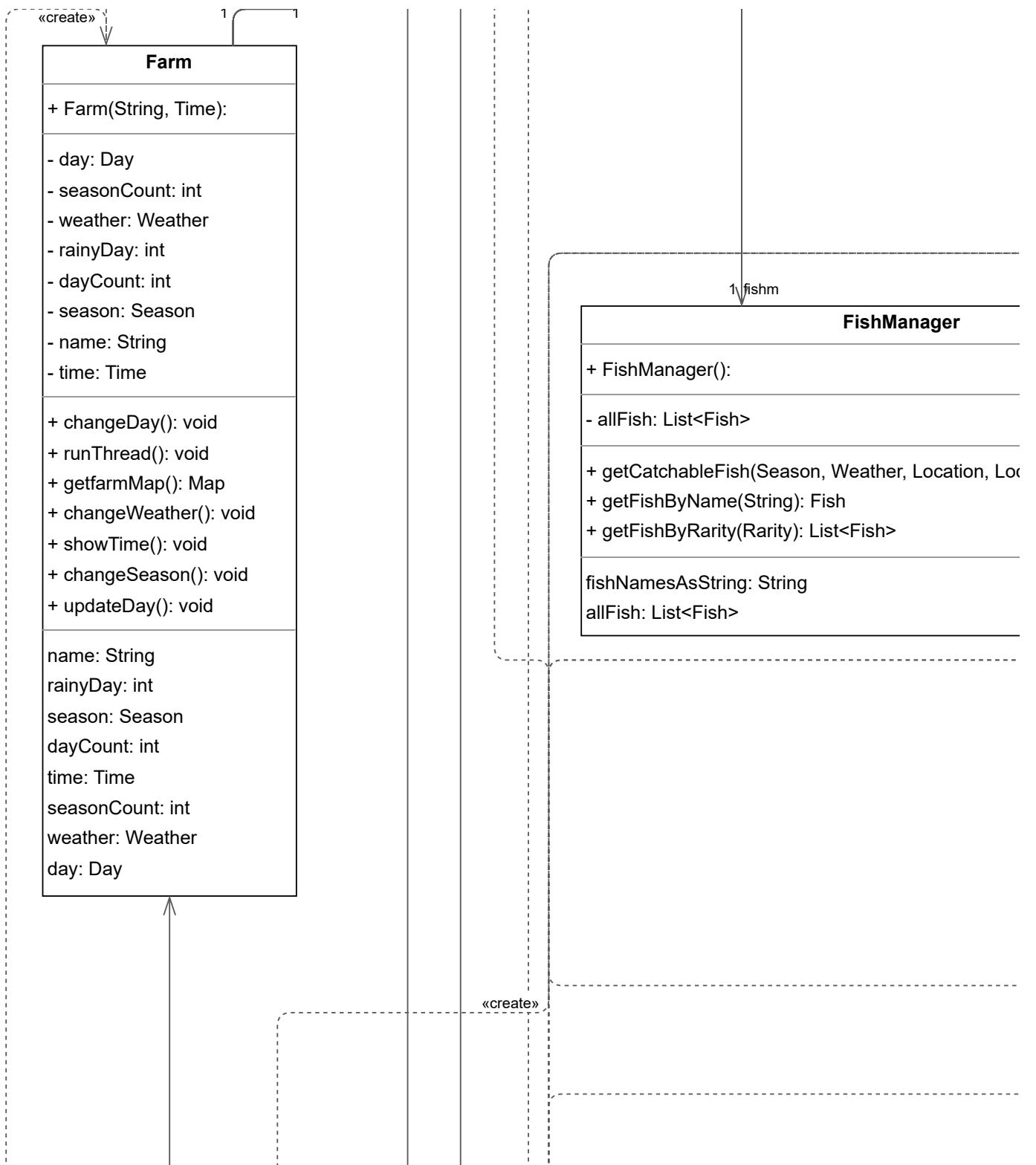
1 1 1

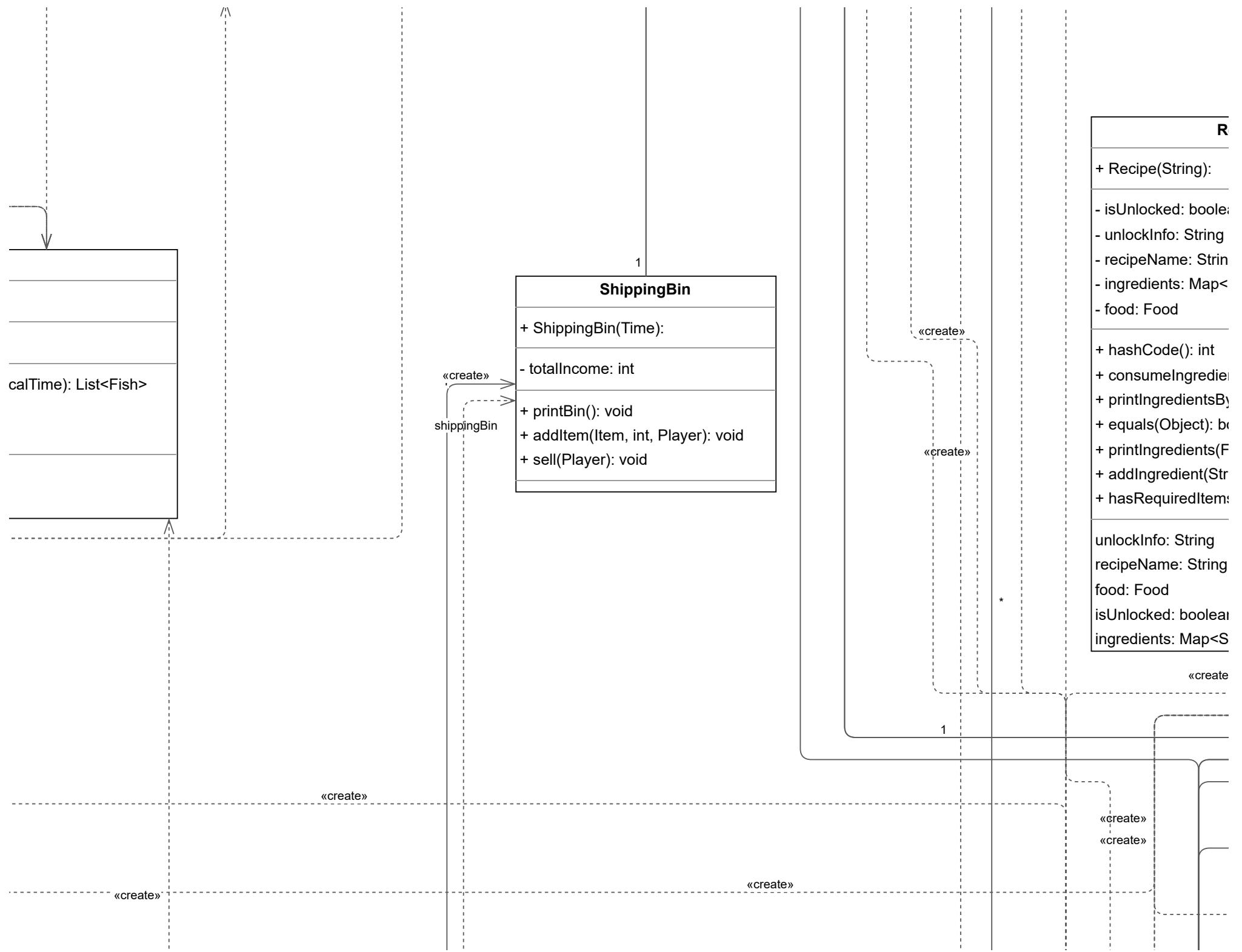
1 fishm

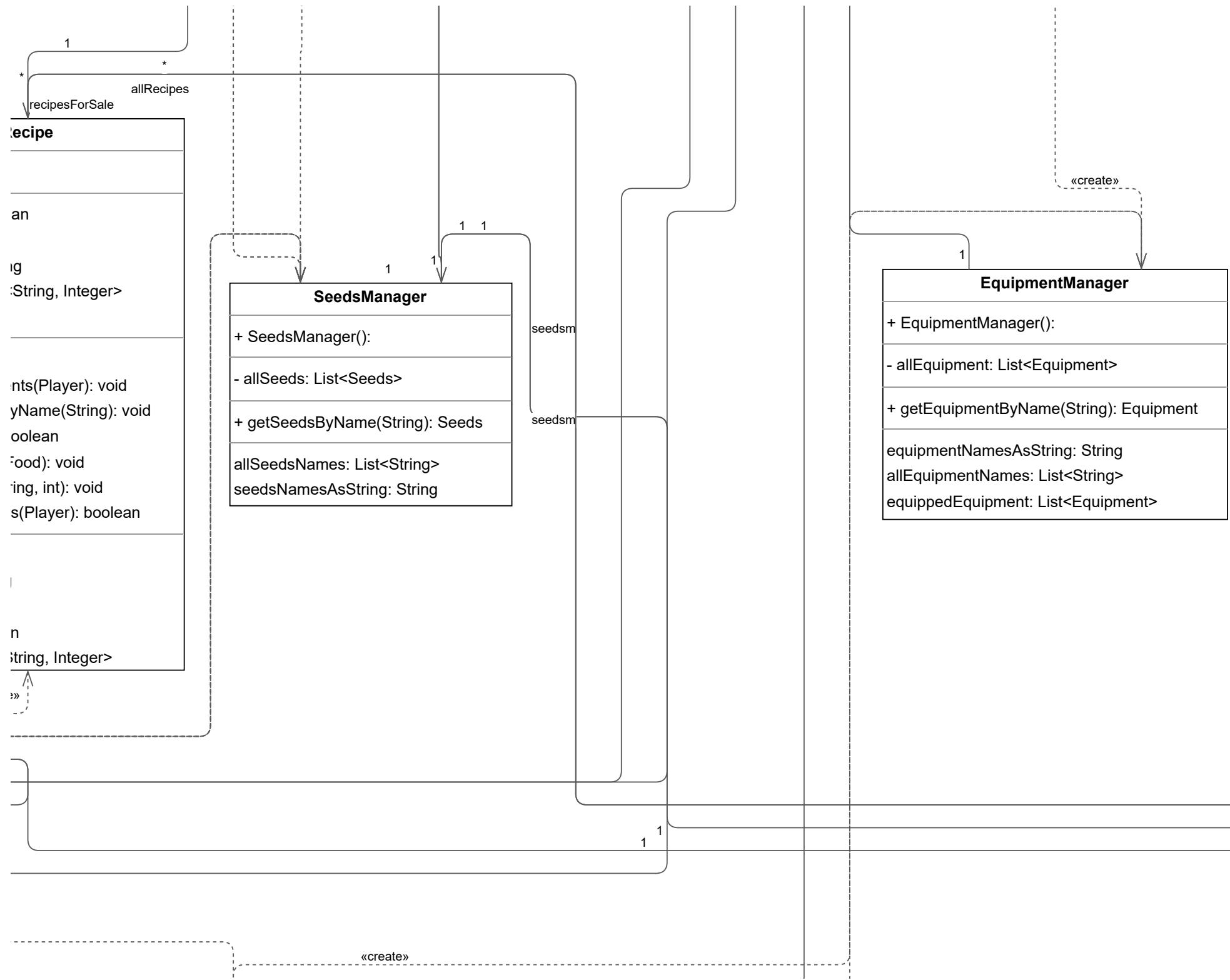


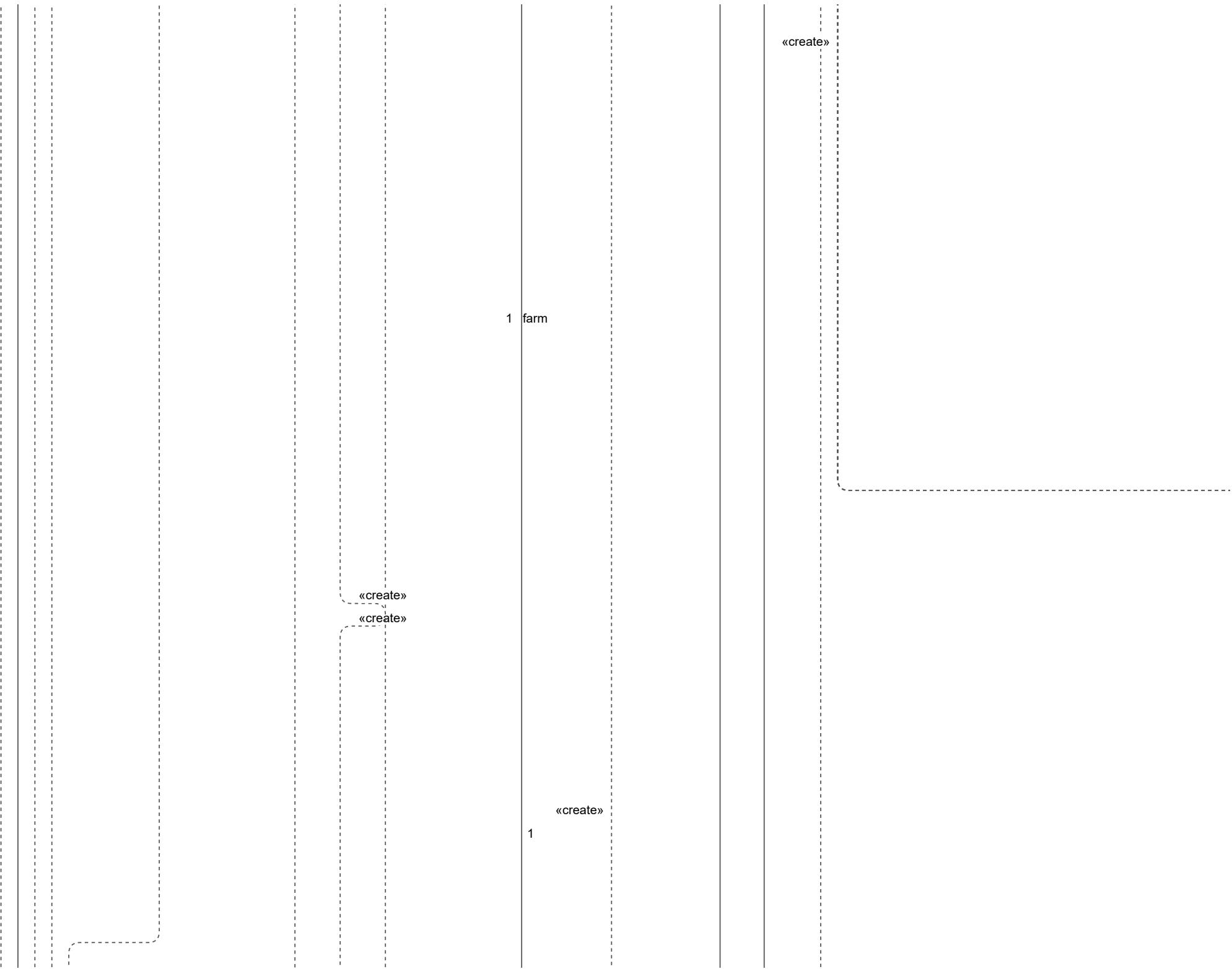
allNPC

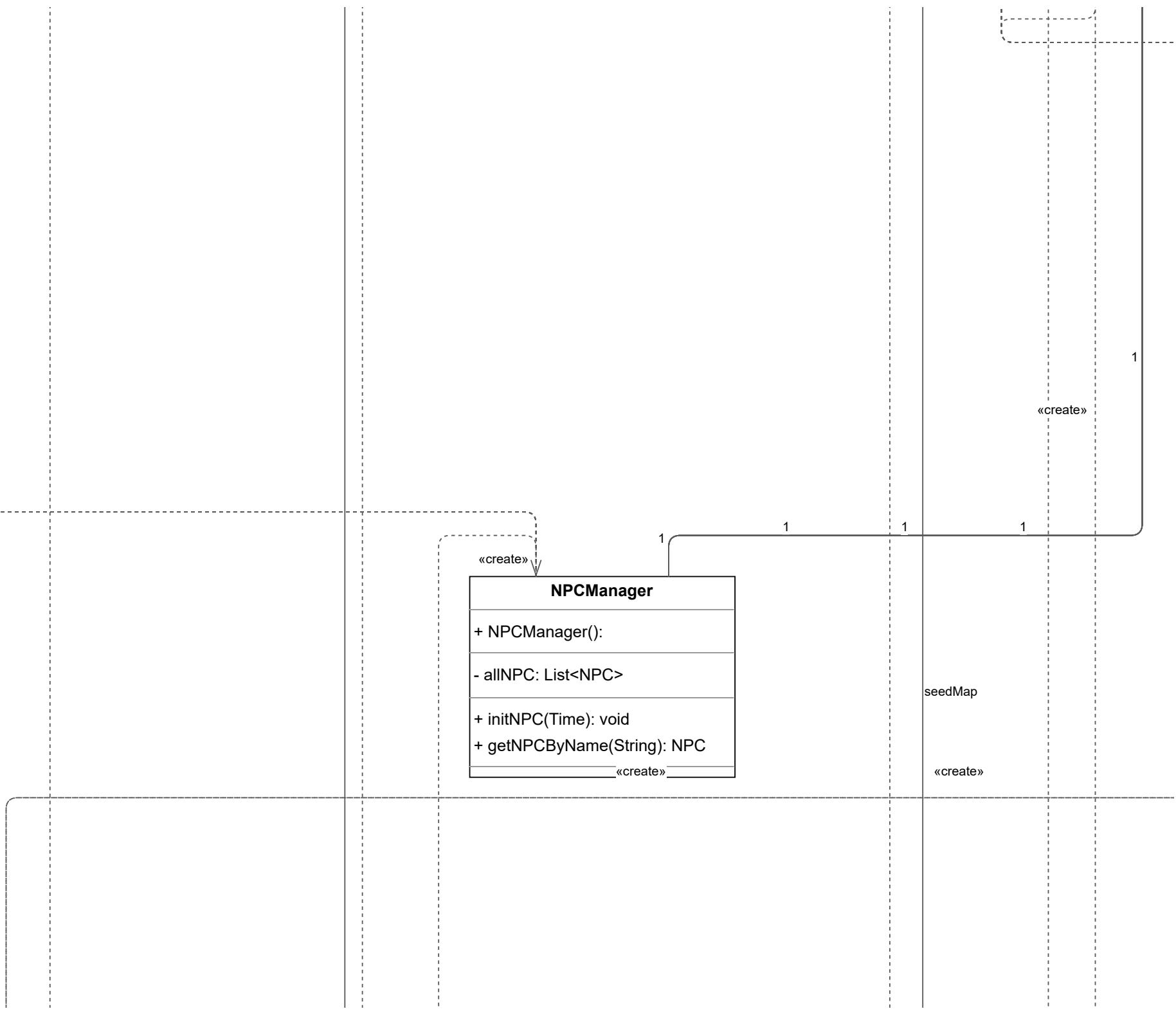
«create»

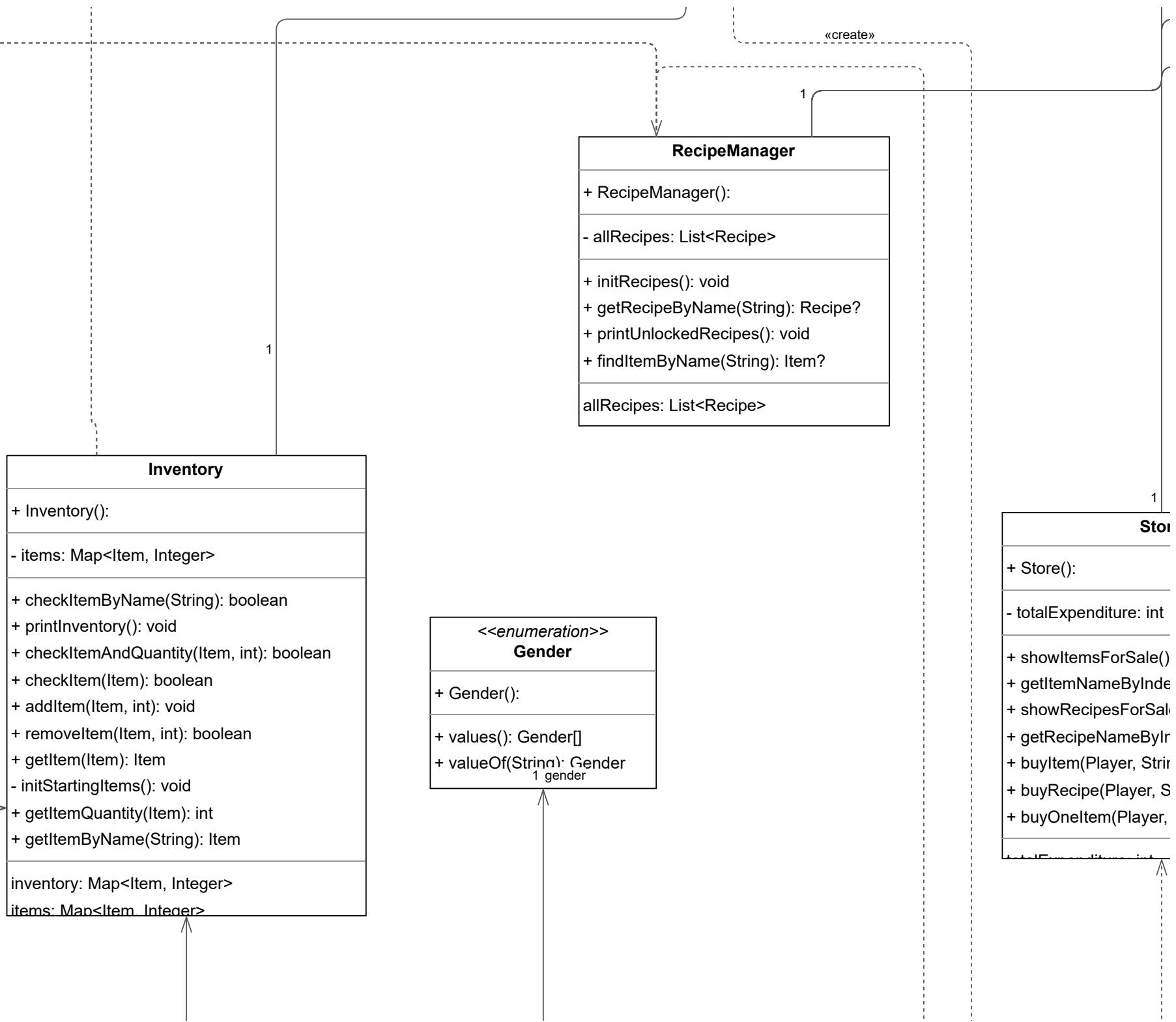


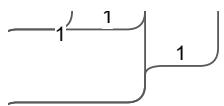












re

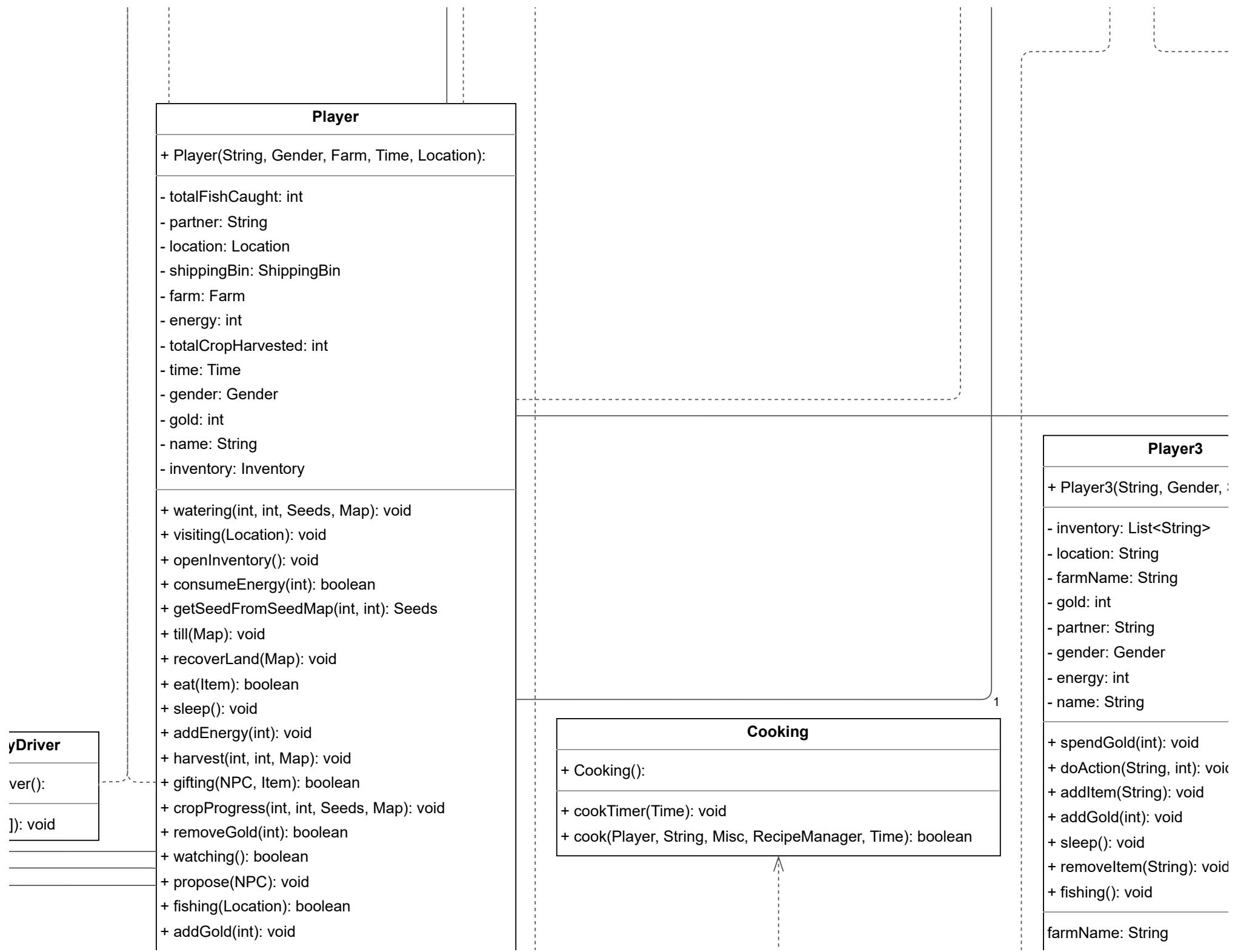
l: void
ex(int): String
le(): void
ndex(int): String
ng, int): boolean
String): boolean
String): boolean

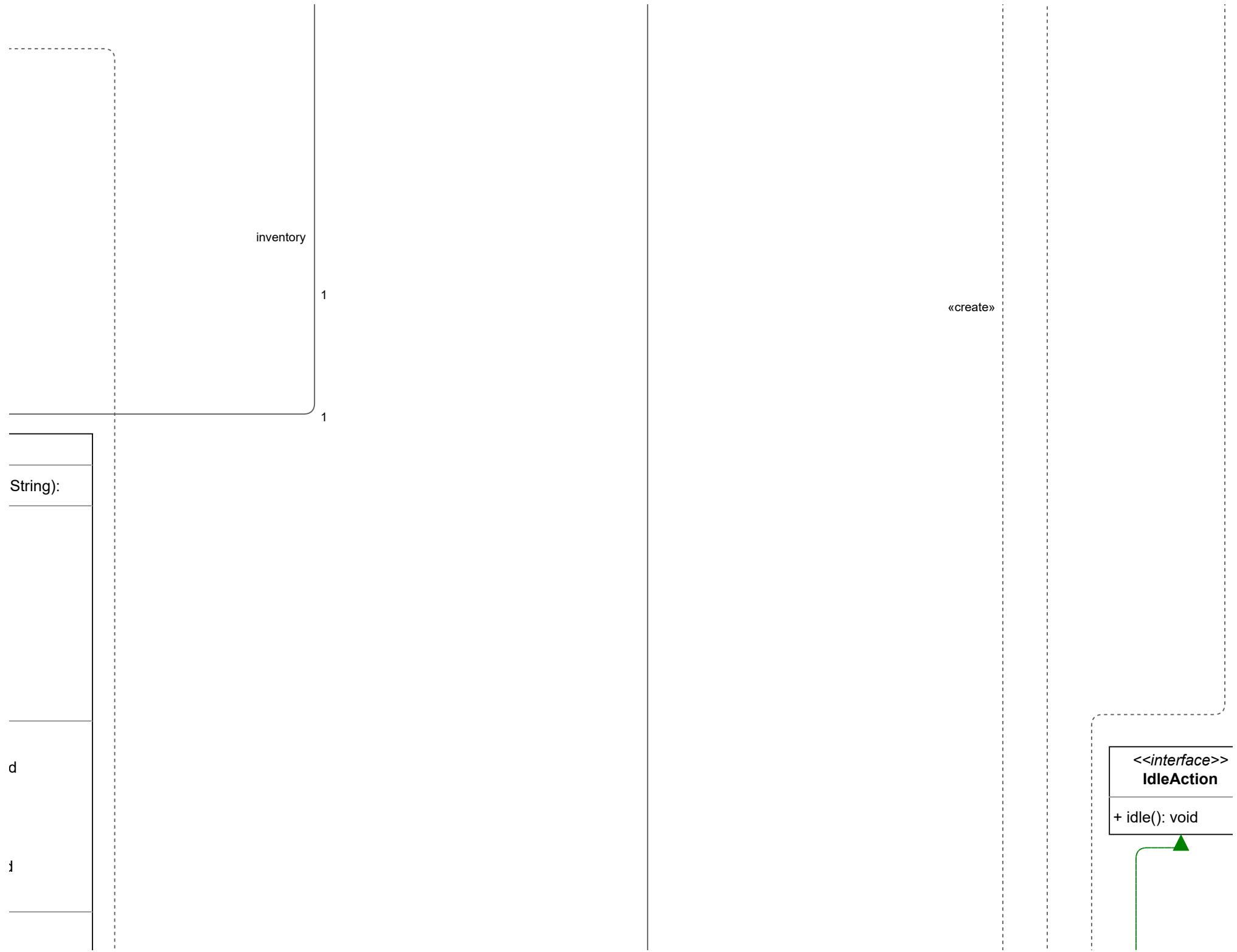
Inventory

+ InventoryDriv

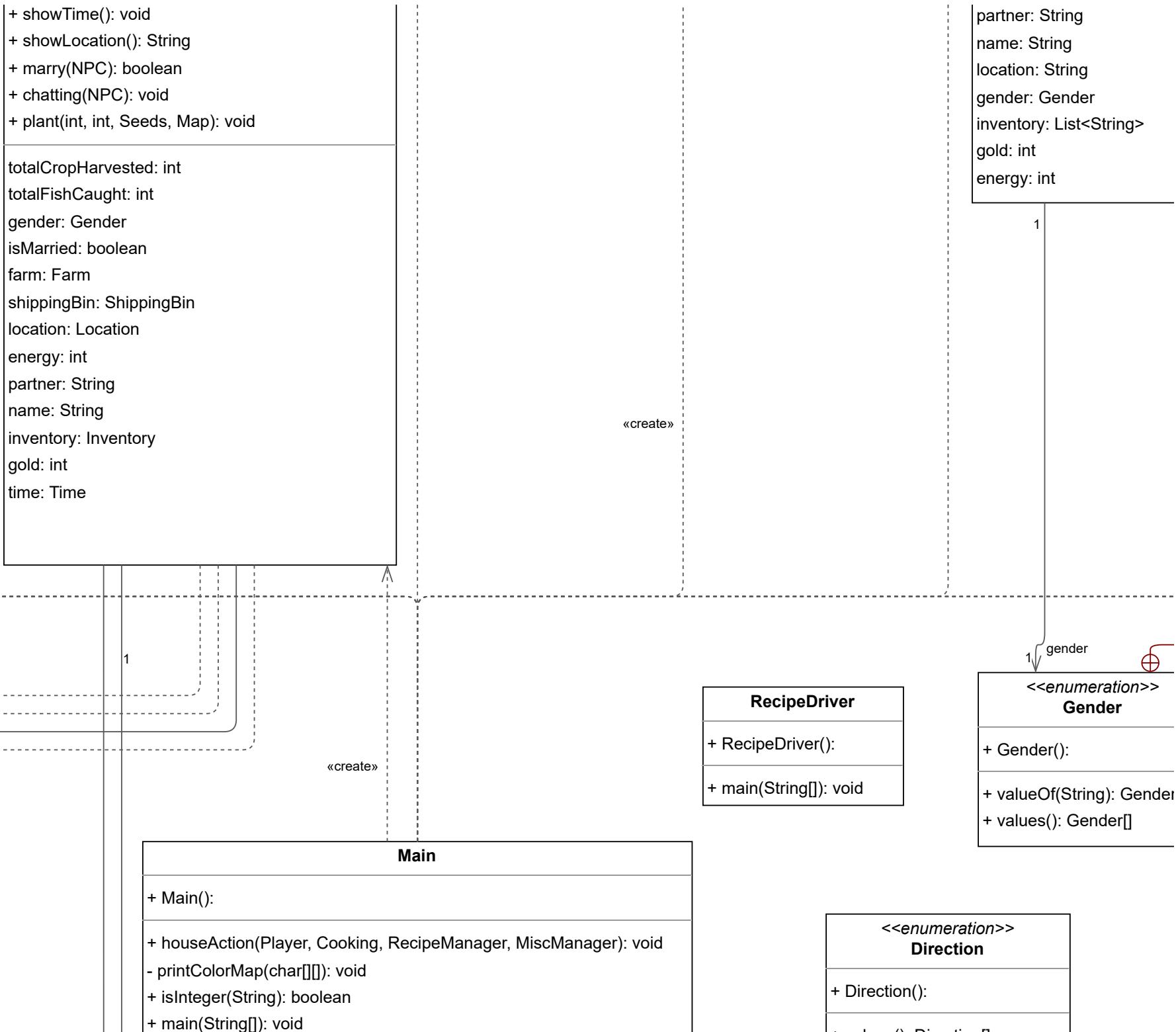
+ main(String[])

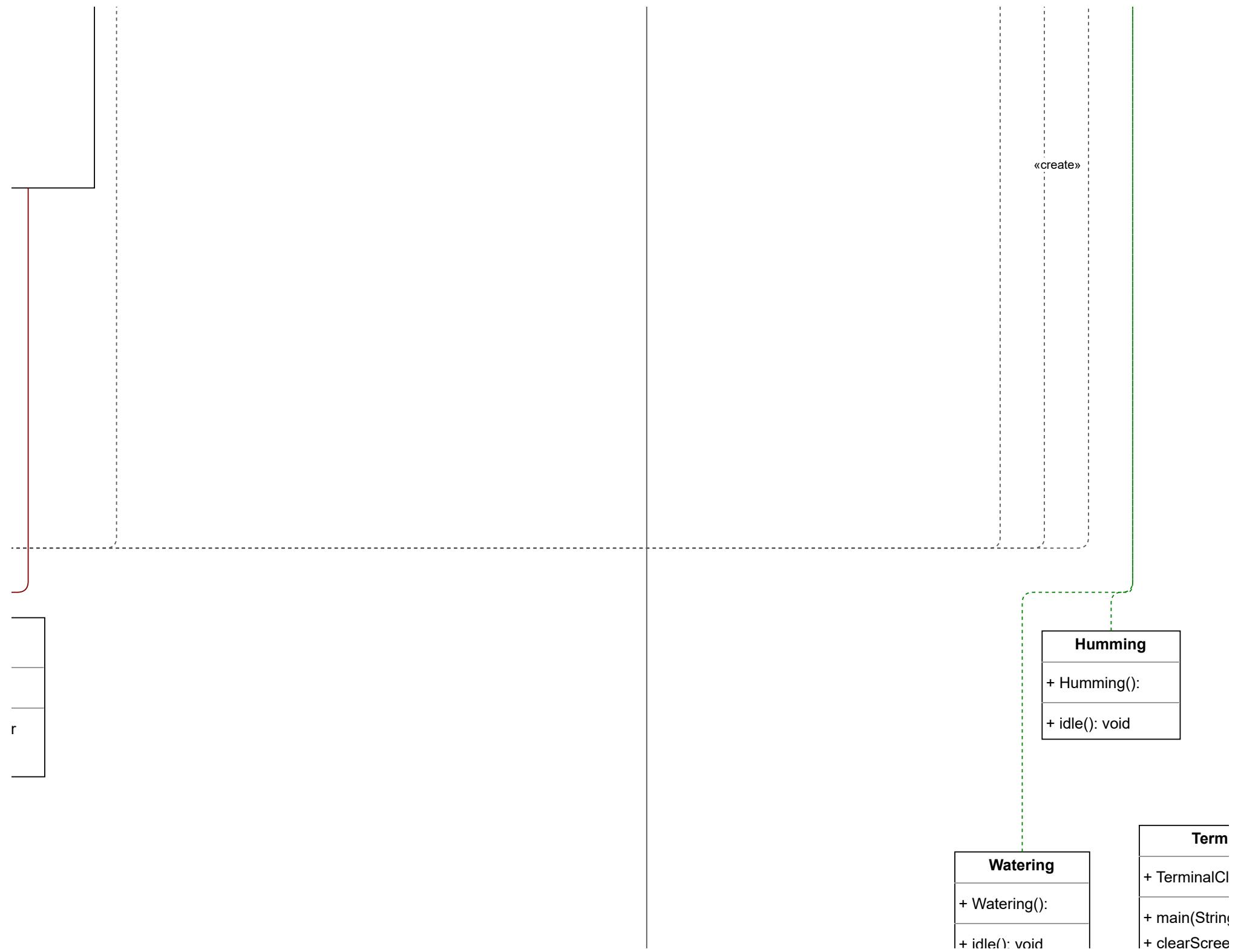
The diagram consists of a series of vertical lines of increasing height, connected by dashed arrows pointing from left to right. This sequence points to a UML class definition on the right. The class is named 'Inventory' in bold. It contains two methods: '+ InventoryDriv' and '+ main(String[])'. There is also a short vertical line below the class name.





—





finalClear

lear():

g[]): void

enAnsi(): void

- + shippingBinAction(Player): void
- + printEndgameStats(Player, Store, List<NPC>): void
- getTileDescription(char): String

- + values(): Direction[]
- + valueOf(String): Direction

1

+ clearScreen

+ clearScreen

en(): void