Farm game

Flynn Garthwaite, Sam Burtenshaw | May 24, 2020 <<enumeration>> FarmType Basic River/Lake Corn Meadow Barren -VALUE -GROWTH Farm -farmName: string -farmerName: string -farmType: FarmType -days: int Crop Turnip Tomatoes -plots: Crop[] -pens: Animals[] -VALUE -growth: double -VALUE -tended: boolean -GROWTH -gowthRate: double -GROWTH -value: double -seedImage: String +setFarmName - halfGrownImage: String +setFarmerName - nearlyGrownImage: String +getDays - fullyGrownImage: String +setFarmType +getFarmType +getDays +setGrowthRate +getFarmName +setImages +getFarmerName +setValue +getPlots +getGrowth Strawberries Grapes +getPens +getGrowthRate +setTended +getValue -VALUE -VALUE +getTended +updateGrowth -GROWTH -GROWTH +updatePlotSize +daysTillHarvistable +updatePenSize +getCurrImage +newAnimal +toString +plantCrop +harvestCrop +tendCrop Bag Potatoes -foodAmount: 0 Main -VALUE -toyAmount: 0 -gFertilizerAmount: 0 -GROWTH farm: Farm Status -vFertilizerAmount: 0 setupScreen: JFrame -bonemealAmount: 0 farmScreen: JFrame +seeds: Seeds -day: int bagScreen: JFrame -money: double -containsHoe: boolean shopScreen: JFrame -actions: int cropScreen: JFrame +updateFoodAmount cropDetailScreen: JFrame +updateToyAmount +updateMoney penScreen: JFrame animalScreen: JFrame +updateGFertilizerAmount +getMoney +updateVFertilizerAmount +updateActions endScreen: JFrame +updateBonemealAmount +getActions +updateDay +setHasHoe +launchSetupScreen +getSeeds +getDay +closeSetupScreen +hasHoe +launchFarmScreen +getFoodAmount +closeFarmScreen +getToyAmount +launchCropScreen +getGFertilizerAmount +closeCropScreen +getVFertilizerAmount +launchPenScreen +updateSeeds Animal Chicken Cow +closePenScreen +launchAnimalScreen -maxHealth: double +closeAnimalScreen -health: double +launchBag -happiness: double +closeBag -value: int +launchShop +closeShop +launchCropDetailScreen +Animals +closeCropDetailScreen +feed +endGame +play +closeEndScreen +getHealth Pig Sheep +getHappiness +getMaxHealth endScreen +getValue +updateHappiness +updateHealth points: int

-calculatePoints