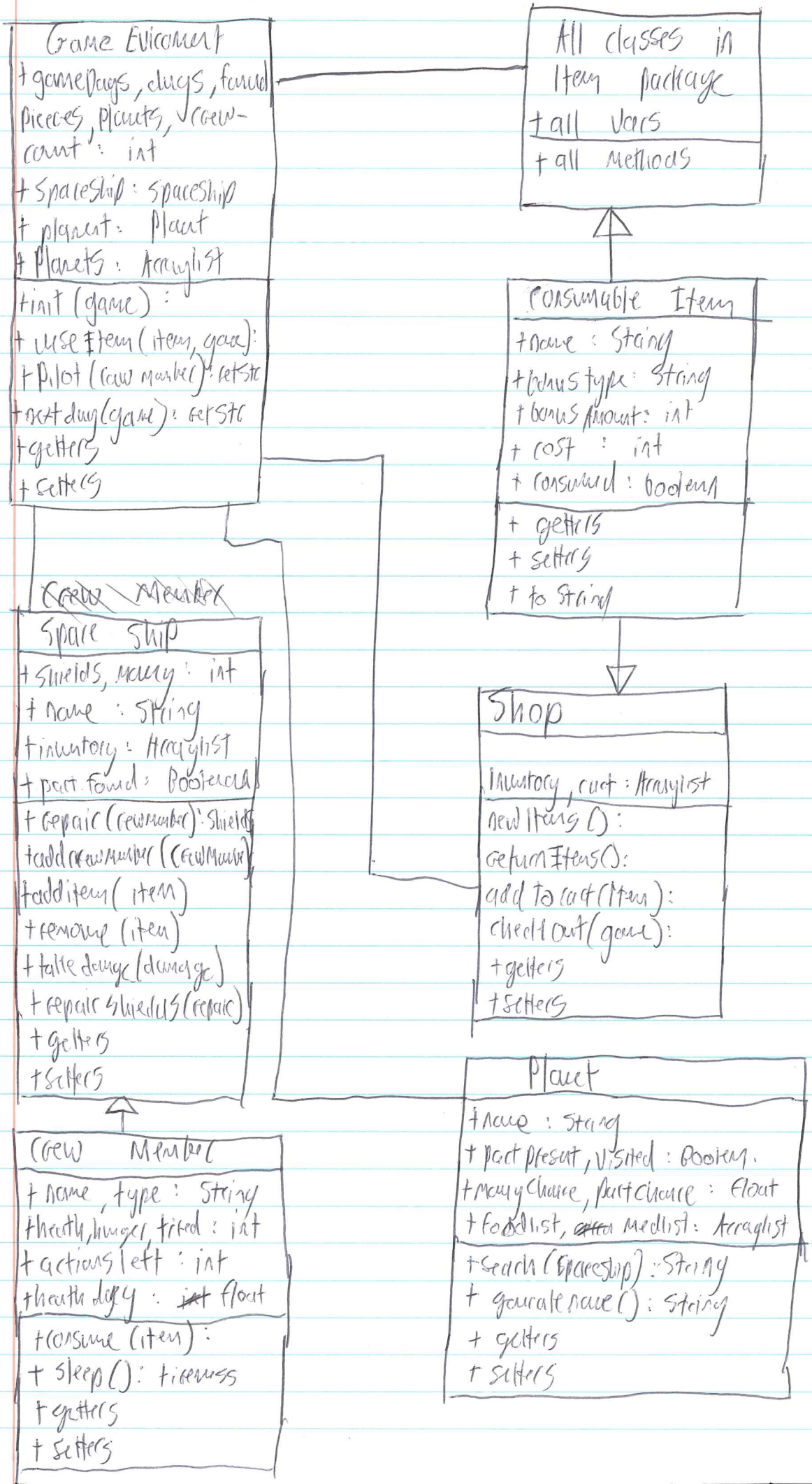
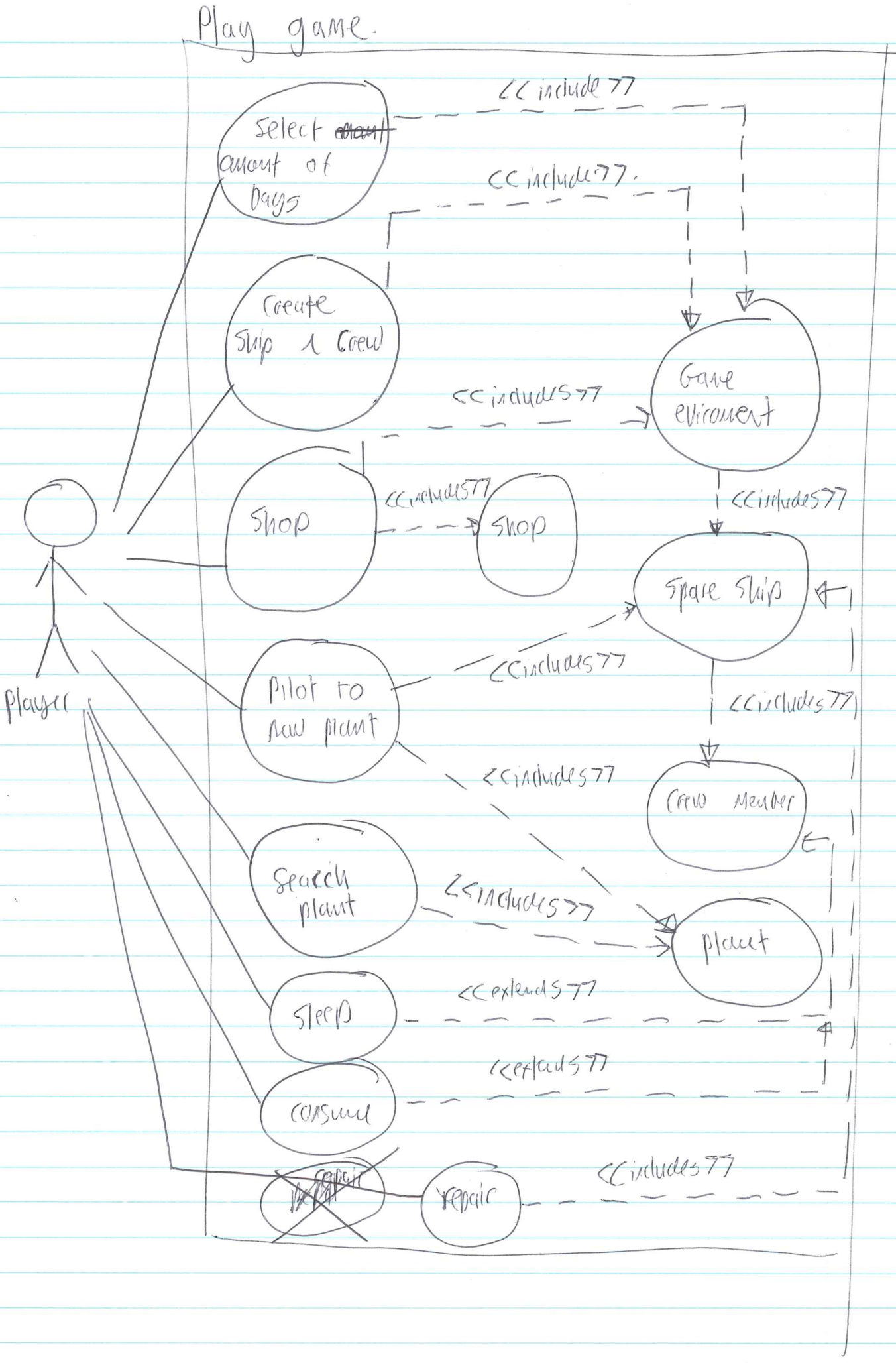
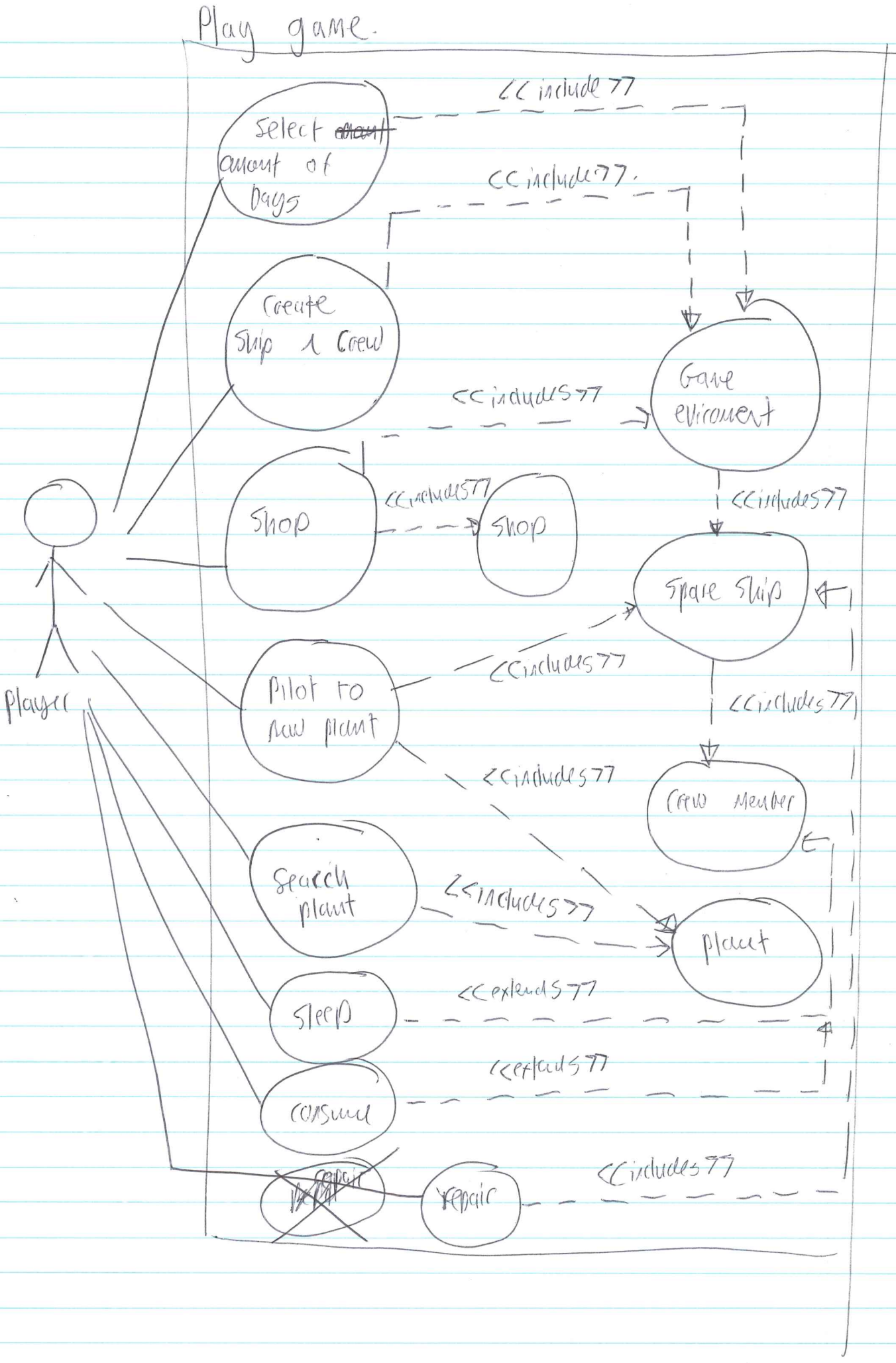

Game Enviroment
+ gamePegs, drugs, found Pieces, Planets, crew-count : int
+ Spaceship : Spaceship
+ planet : Planet
+ Planets : Arraylist
+init (game) :
+ use Item (item, game):
+ Pilot (crew number): retstr
+ next day (game) : retstr
+ getters
+ setters
All classes in Item package
+ all vars
+ all Methods
Consumable Item
+ name : String
+ bonus type : String
+ bonus Amount : int
+ cost : int
+ consumed : boolean
+ getters
+ setters
+ to String
Crew Member
Spare Ship
+ shields, money : int
+ name : String
+ inventory : Arraylist
+ part found : Boolean
+ repair (crewnumber) : shields
+ add crewmember (CrewMember)
+ add item (item)
+ remove (item)
+ take damage (damage)
+ repair shields (repair)
+ getters
+ setters
Shop
Inventory, cart : Arraylist
new Items ():
return Items():
add to cart (Item):
check out (game):
+ getters
+ setters
Crew Member
+ name, type : String
+ health, hunger, tired : int
+ actions left : int
+ health dmg : int float
+ consume (item):
+ sleep (): tiredness
+ getters
+ setters
Planet
+ name : String
+ part present, visited : Boolean
+ money chance, part chance : Float
+ foodlist, ~~item~~ medlist : Arraylist
+ Search (Spaceship) : String
+ generate name () : String
+ getters
+ setters


Play game.
<<include>>
Select amount of Days
<<include>>
Create Ship & Crew
<<includes>>
Game eviroment
<<includes>>
Shop
<<includes>>
Shop
<<includes>>
Spare Ship
<<includes>>
Pilot to new plant
<<includes>>
Crew Member
<<includes>>
Search plant
<<includes>>
plant
<<extends>>
sleep
<<extends>>
consume
<<includes>>
repair
Player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plant
<<extends>>
sleep
<<extends>>
consume
<<includes>>
repair
Player