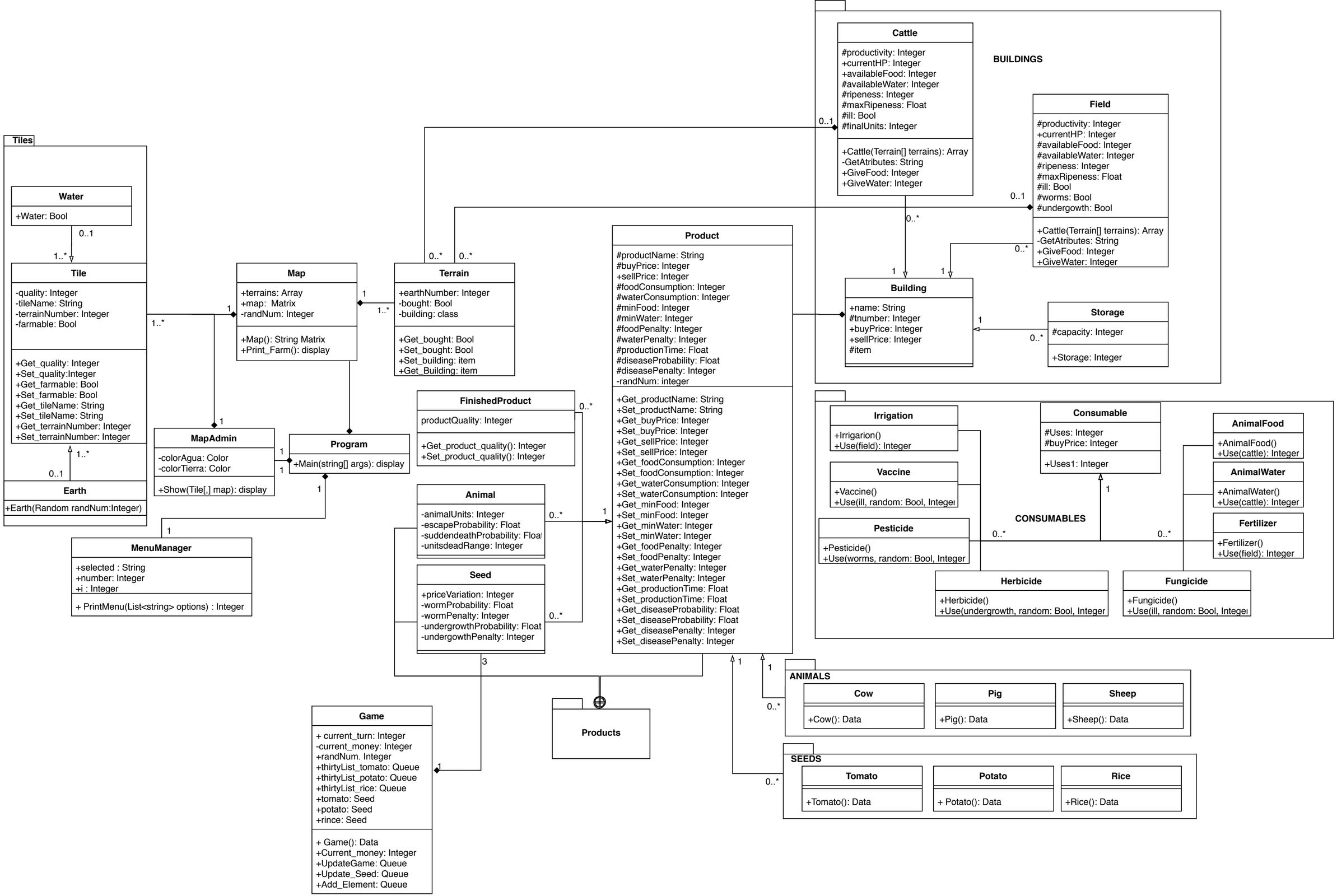
Tiles
Water
+Water: Bool
Tile
-quality: Integer
-tileName: String
-terrainNumber: Integer
-farmable: Bool
+Get_quality: Integer
+Set_quality:Integer
+Get_farmable: Bool
+Set_farmable: Bool
+Get_tileName: String
+Set_tileName: String
+Get_terrainNumber: Integer
+Set_terrainNumber: Integer
Earth
+Earth(Random randNum:Integer)
Map
+terrains: Array
+map: Matrix
-randNum: Integer
+Map(): String Matrix
+Print_Farm(): display
Terrain
+earthNumber: Integer
-bought: Bool
-building: class
+Get_bought: Bool
+Set_bought: Bool
+Set_building: item
+Get_Building: item
MapAdmin
-colorAgua: Color
-colorTierra: Color
+Show(Tile[,] map): display
Program
+Main(string[] args): display
MenuManager
+selected : String
+number: Integer
+i : Integer
+ PrintMenu(List<string> options) : Integer
Cattle
#productivity: Integer
+currentHP: Integer
+availableFood: Integer
#availableWater: Integer
#ripeness: Integer
#maxRipeness: Float
#ill: Bool
#finalUnits: Integer
+Cattle(Terrain[] terrains): Array
-GetAtributes: String
+GiveFood: Integer
+GiveWater: Integer
BUILDINGS
Field
#productivity: Integer
+currentHP: Integer
#availableFood: Integer
#availableWater: Integer
#ripeness: Integer
#maxRipeness: Float
#ill: Bool
#worms: Bool
#undergowth: Bool
+Cattle(Terrain[] terrains): Array
-GetAtributes: String
+GiveFood: Integer
+GiveWater: Integer
Building
+name: String
#tnumber: Integer
+buyPrice: Integer
+sellPrice: Integer
#item
Storage
#capacity: Integer
+Storage: Integer
Product
#productName: String
#buyPrice: Integer
+sellPrice: Integer
#foodConsumption: Integer
#waterConsumption: Integer
#minFood: Integer
#minWater: Integer
#foodPenalty: Integer
#waterPenalty: Integer
#productionTime: Float
#diseaseProbability: Float
#diseasePenalty: Integer
-randNum: integer
+Get_productName: String
+Set_productName: String
+Get_buyPrice: Integer
+Set_buyPrice: Integer
+Get_sellPrice: Integer
+Set_sellPrice: Integer
+Get_foodConsumption: Integer
+Set_foodConsumption: Integer
+Get_waterConsumption: Integer
+Set_waterConsumption: Integer
+Get_minFood: Integer
+Set_minFood: Integer
+Get_minWater: Integer
+Set_minWater: Integer
+Get_foodPenalty: Integer
+Set_foodPenalty: Integer
+Get_waterPenalty: Integer
+Set_waterPenalty: Integer
+Get_productionTime: Float
+Set_productionTime: Float
+Get_diseaseProbability: Float
+Set_diseaseProbability: Float
+Get_diseasePenalty: Integer
+Set_diseasePenalty: Integer
FinishedProduct
productQuality: Integer
+Get_product_quality(): Integer
+Set_product_quality(): Integer
Animal
-animalUnits: Integer
-escapeProbability: Float
-suddendeathProbability: Float
-unitsdeadRange: Integer
Seed
+priceVariation: Integer
-wormProbability: Float
-wormPenalty: Integer
-undergrowthProbability: Float
-undergowthPenalty: Integer
Irrigation
+Irrigarion()
+Use(field): Integer
Vaccine
+Vaccine()
+Use(ill, random: Bool, Integer
Pesticide
+Pesticide()
+Use(worms, random: Bool, Integer
Consumable
#Uses: Integer
#buyPrice: Integer
+Uses1: Integer
CONSUMABLES
AnimalFood
+AnimalFood()
+Use(cattle): Integer
AnimalWater
+AnimalWater()
+Use(cattle): Integer
Fertilizer
+Fertilizer()
+Use(field): Integer
Herbicide
+Herbicide()
+Use(undergrowth, random: Bool, Integer
Fungicide
+Fungicide()
+Use(ill, random: Bool, Integer
Game
+ current_turn: Integer
-current_money: Integer
+randNum. Integer
+thirtyList_tomato: Queue
+thirtyList_potato: Queue
+thirtyList_rice: Queue
+tomato: Seed
+potato: Seed
+rince: Seed
+ Game(): Data
+Current_money: Integer
+UpdateGame: Queue
+Update_Seed: Queue
+Add_Element: Queue
Products
ANIMALS
Cow
+Cow(): Data
Pig
+Pig(): Data
Sheep
+Sheep(): Data
SEEDS
Tomato
+Tomato(): Data
Potato
+ Potato(): Data
Rice
+Rice(): Data