Field

waterLevel: Water
fertilizerLevel: Fertilizer
pestsLevel: Pests
growthLevel: Growth
plantType: Plant

constructor();
water();
fertilize();
killPests();
grow();
harvest();
plant(_plantType: Plant);

Plant

name: string
waterDrainage: number
fertilizerDemand: number
pestsPropability: number
growthSpeed: number

constructor(
_name: string,
_waterDraingage:number,
_fertilizerDemand: number,
_pestsPropability: number,
_growthSpeed: number)

TimeBased

interval: number
maxValue: number
value: number

decrease(_plantType: Plant);
increase(_plantType: Plant);

Water

interval: 30000
maxValue: 100
value: 50

decrease();
increase();

Fertilizer

interval: 30000
maxValue: 100
value: 50

decrease();
increase();

Pests

interval: 30000
maxValue: 1
value: 0

decrease();
increase();

Growth

interval: 30000
maxValue: 2
value: 0

decrease();
increase();