```
<<utility>> Main
+ main(Args : String[]) : void
```

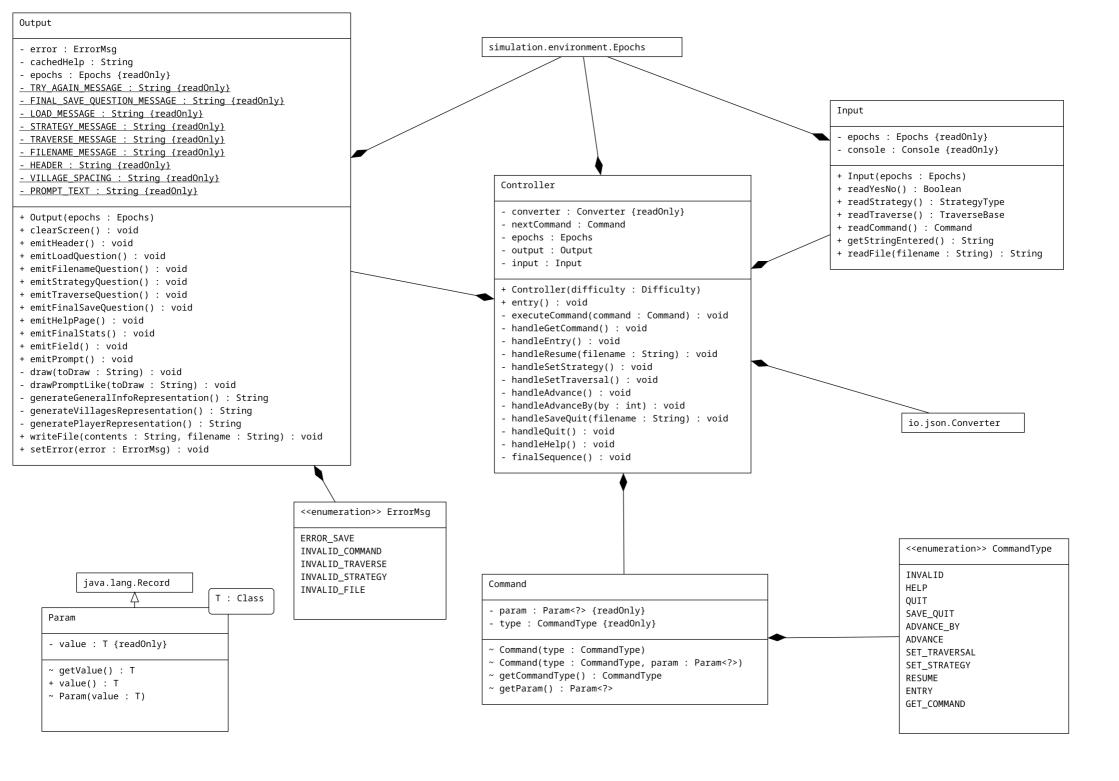
Difficulty stealMultiplier : float {readOnly} rng : int {readOnly} ~ Difficulty(rng : int, stealMultiplier : float) + getRandomInt() : int

+ getRandomFloat() : float

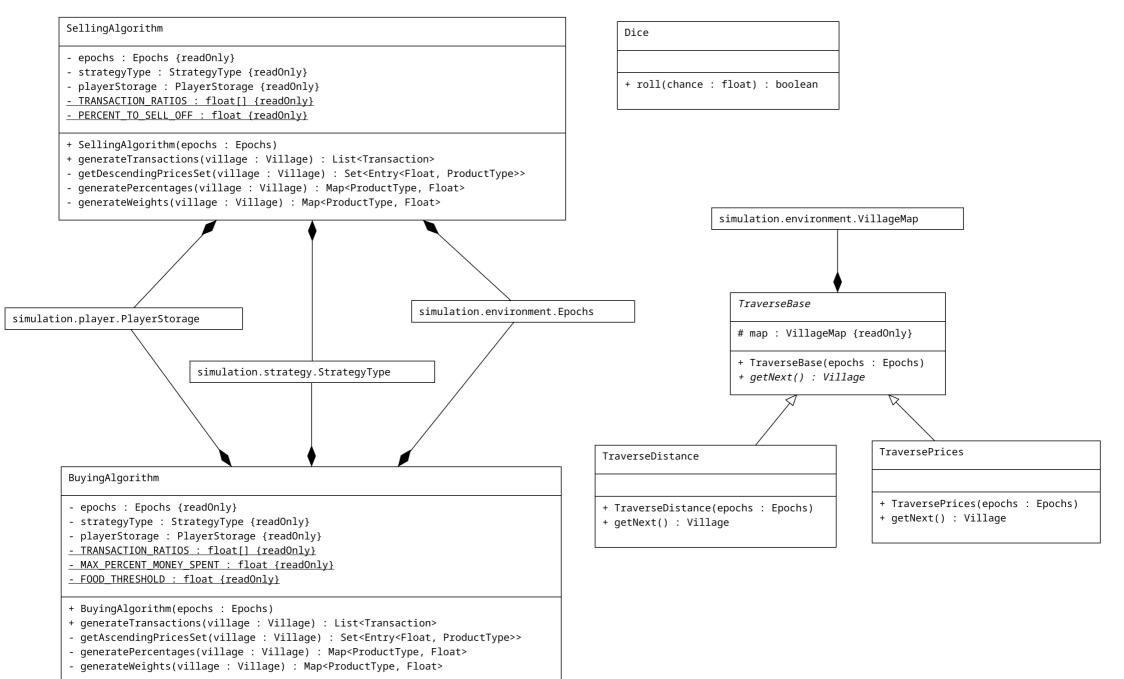
+ getStealMultiplier() : float

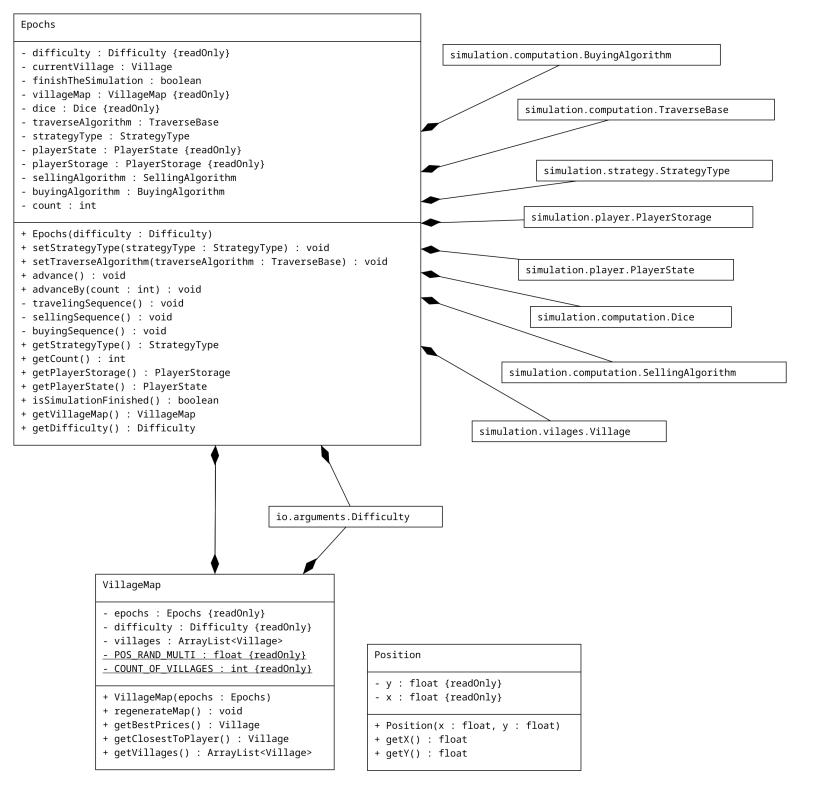
Parser

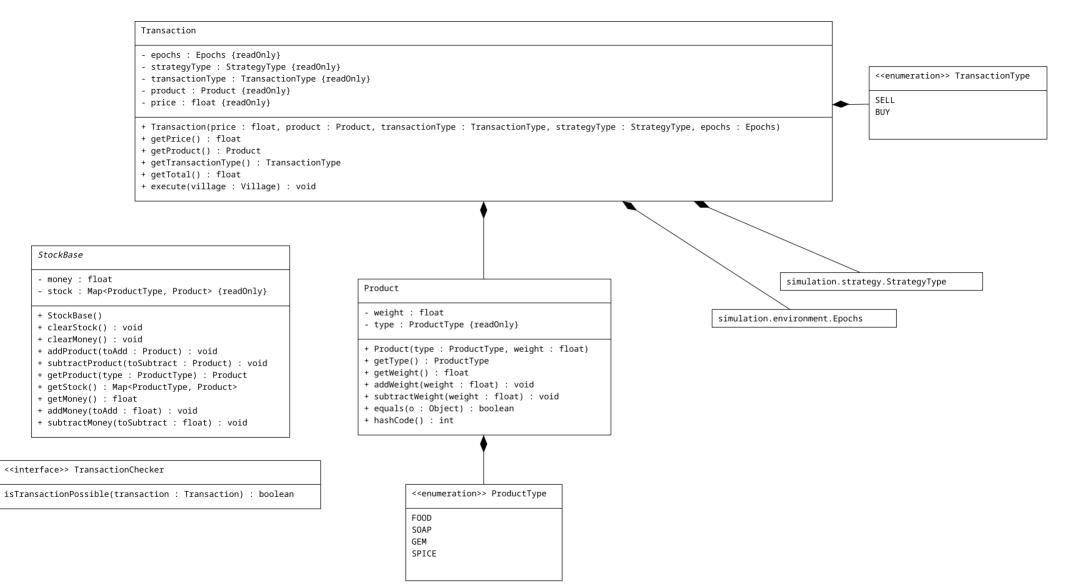
- difficulty : Difficulty
- + parse(Args : String[]) : void
- + getDifficulty() : Difficulty

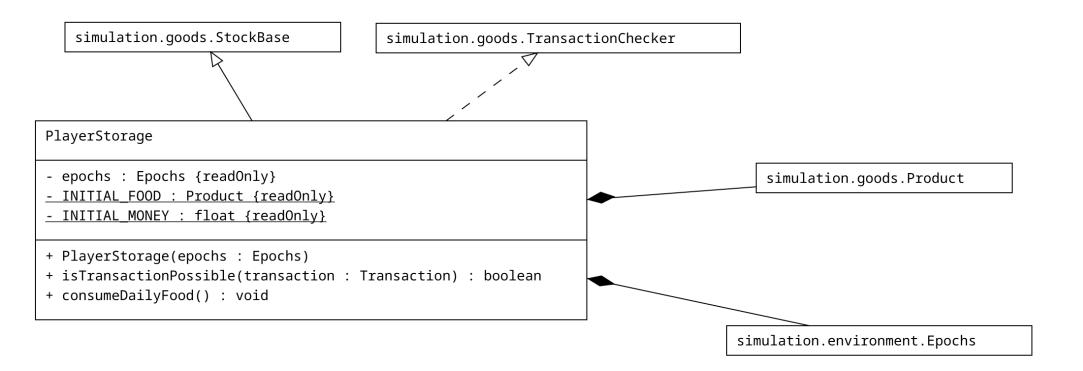


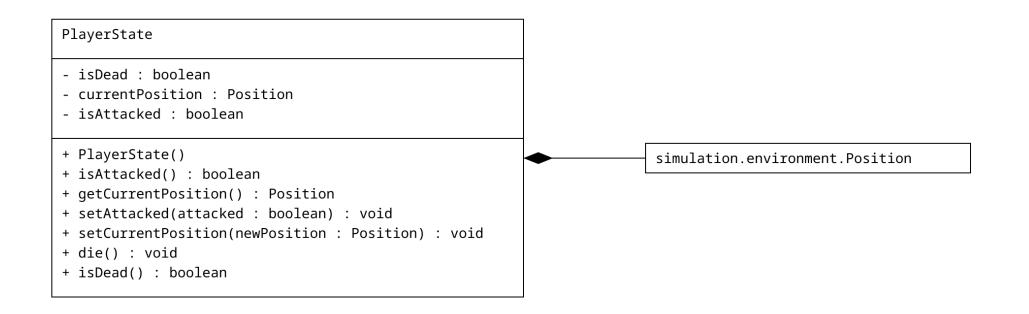
```
Converter
- qson : Gson {readOnly}
                                                    com.google.gson.Gson
+ Converter()
+ toJSON(game : Epochs) : String
+ fromJSON(game : String) : Epochs
```











BalancedStrategy - difficulty : Difficulty {readOnly} - foodConsumption : float - travelCost : float {readOnly} io.arguments.Difficulty - priceMultiplier : float {readOnly} - FOOD RAND MULTI : float {readOnly} + getTravelCost() : float + getPriceMultiplier() : float <<interface>> StrategyType + getFoodConsumption() : float + fluctuateFoodConsumption() : void fluctuatePriceMultiplier() : void + BalancedStrategy(epochs : Epochs) fluctuateFoodConsumption() : void getTravelCost() : float getPriceMultiplier() : float getFoodConsumption() : float AggressiveStrategy ConservativeStrategy - difficulty : Difficulty {readOnly} - travelCost : float {readOnly} - priceMultiplier : float - priceMultiplier : float {readOnly} - foodConsumption : float - foodConsumption : float {readOnly} - travelCost : float {readOnly} - PRICE RAND MULTI : float {readOnly} + getTravelCost() : float - FOOD RAND MULTI : float {readOnly} + getPriceMultiplier() : float + getFoodConsumption() : float + getTravelCost() : float + getPriceMultiplier() : float + getFoodConsumption() : float + fluctuatePriceMultiplier() : void + fluctuateFoodConsumption() : void + AggressiveStrategy(epochs : Epochs)

