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APCS pd6
Fall 2022

Final Project Proposal
Adventure Farmer (Farming Simulator)

We want to make a simulation of a new farm that can progress in various ways, such as different crops, amount of crops, crop prices, farm upgrades(fertilizer, more space, etc.), different animals, animal products to sell, and more. We also plan to include other variables such as weather conditions, money balance, seasonal plants, farm thefts, etc. Each crop and animal will have its own conditions (crops will have different survival chances based on weather, animals will have to regularly be fed).

```
Animal
+String _name
+int _health
+int _collectTime
+int _survivability
+int _hunger
```

```
Plant
+String _name
+int _growTime
+int _survivability
+int _health
+int _idealTemperature
```

```
Woo
+Plant[] farm
+String name
+int balance = 1000
+int day
+int stamina
+InputStreamReader isr
+BufferedReader in
```

```
+Animal (String name, int health, int collectTime, int survivability, int hunger) {}
+Plant (String name, int growTime, int survivability, int health) {}
+void dayMethod(int temp)
+Woo()
+void newFarm()
+void playTurn()
+String farmReport()
+static void main(String[] args)
```