Game Design Firm Hierarchy

Worker

+time: int = 0
+startTime
+endTime
+name
+present
+hoursWorked
+hoursSlacked
+valueOfWork

+workDay()
+getHoursWorked()
+getHoursSlacked()
+getRevenue()
+getOfficeHours()
+getName()
-toString()

Legend
+ ← New attributes and methods
- ← Modified attributes and methods

Janitor

+dailyWage: double = 73.46

+getSalary()
+getProfit()
-workDay()
-toString()

Designer

+dailyWage: double = 285.7

+getSalary()
+getProfit()
-workDay()
-toString()

Coder

+dailyWage: double = 73.46

+getSalary()
+getProfit()
-workDay()
-toString()

SoundDesigner

-dailyWage;

-toString()