

- ChangePosition(vector3: Vector3):void

- ChangeRotation(vector3: Vector3):void

- SpawnMetaball(vector3: Vector3):void

Creature

- vertices : List<Vector3>

+ Creature()
+ GenerateModel(): Model
+ SetVertices(vertices: List<Vector3>): void

CreatureGenerator

- settings: Settings
- lindenmayer: LindenmayerSystem
- executor : CommandExecutor
- exporter : FileExport
- creature : Creature

+ CreateCreature() : void
+ GetCreature(): Creature
+ SetSettings(settings Settings): void
+ SetLindenmayerSystem(system LindenmayerSystem): void
+ SetExecutor(executer CommandExecutor) : void
+ SetExporter(exporter FileExport): void
+ ExportModel(): void

Metaball

Settings

+headAmount: int
+legAmount: int
+armAmount: int

+ Settings(heads: int, arms: int, legs: int)
+Random() : void

CommandExecutor

- position: Vector3
- rotation: Quaternion
- commandDictionary: Dictionary<char, Command>

+ CommandExecutor(commandText: string)
- FillCommandDictionary(): void
+ RunCommands(): void

Rule

+ input: char
- result: string

+ Rule(input: char, result: string)
+ GiveResult() : string

LindenmayerSystem

FileExport

- pathFile: string
- model: Model

+ FileExport(pathFile: string, model: Model)
+ SetPathFile(pathFile: string) : void
+ SetModel(model: Model): void