

## KARTY CRC

UI	
Extends: none	
Heritage: none	
Responsibilities	Collaborators
+Log(string) : void +ExecCommand(enum Command) : void +Input() : enum Command -Commands : enum	World Human

World	
Extends: none	
Heritage: none	
Responsibilities	Collaborators
-organisms : List<List<organism>> +getCoords(enum direction) : (int,int) -generateWorld() : List<List<organism>> -makeOrganism(enum Species, (int,int)) : Organism +getField() : (int,int) +getPopulation() : List<organism,int>	Organism

GameObject	
Extends: none	
Heritage: none	
Responsibilities	Collaborators
-name : string -type : enum -description : string +getName() : string +getType() : enum type +getDescription() : string	Human

<i>interface Interactions</i>	
Extends: none	
Heritage: none	
Responsibilities	Collaborators
+Interact() : void +Move() : void +Multiply() : void	Plant Animal Human

<i>Organism</i>	
Extends: none	
Heritage: Plant, Animal, Human	
Responsibilities	Collaborators
-strength : int -initiative : int -age : int -species : enum +get(enum value) : int +getSpecies() : enum -coords : (int,int) -dropTable : List<(gameObject,double)> +Drop() : gameObject +getCoords() : (int,int)	World

Animal	
Extends: Organism	
Heritage: none	
Responsibilities	Collaborators
-type : enum +Interact() : void +Move() : void +Multiply() : void +getType() : enum type	Interactions Plant Human World

Plant	
Extends: Organism	
Heritage: none	
Responsibilities	Collaborators
+Multiply()	Interactions Animal Human World

Human	
Extends: Organism	
Heritage: none	
Responsibilities	Collaborators
-Inventory : List <(gameObject,int)> +Craft(gameObject) : void -buff : enum +Take(gameObject) : void +getBuff(enum buff) +useItem(enum Item) : void	Interactions Animal Human World GameObject