Class World

Ext: none

Herit: none

Collab: Organism

Respons:

Private Organisms : List < List <organism> >

getCoords(enum direction) : (int,int) [?] // zwraca poprawne koordynaty na mapie HEX

generateWorld() : List < List <organism> >

makeOrganism(enum Species) : Organism

getField() //zwraca zawartość pola na mapie

interface Interactions

Ext: none

Herit: none

Collab: Plant, Animal, Human

Respons:

Interact() : void

Move() : void

class gameObject:

name : string

type : enum

description : string

*Class Organism*

Ext: none

Herit: Animan, Plant, Human

Collab: World

Respons:

Strength: int

Initiative : int

Age : int

Species : enum

Get(enum val) : int

GetSpecies() : enum

Coords : (int,int)

dropTable : List<int, double>

Multiply() : void //tworzy nowy obiekt organizmu

getCoords() : (int,int)

Drop() : void

Class Plant

Ext: Organism

Herit: none

Collab: Animal, Human, World, Interactions

Respons:

Multiply(int range) : void @override

Interact() : void @override

Class Animal

Ext: Organism

Herit: Human

Collab: Plant, Human, World, Interactions

Respons:

Cords : (int,int)

Interact() : void @override

Move() : void

Type : enum

Class Human

Ext: Animal

Herit: none

Collab: Animal, Plant, World, gameObject

Respons:

Inventory : List <gameObject>

Craft(gameObject item) : void

Move() @override

Buff : enum

Take(gameObject object) : void