

substract one of

cucumberSeedCounter

substract one of

tomatoSeedCounter

substract one of

carrotSeedCounter

substract one of

potatoSeedCounter

substract one of paprikaSeedCounter

(status.PLANTED)

status.GROWING

status.READY

[tomatoSeed>1]

[carrotSeed>1]

[potatoSeed>1]

[paprikaSeed>1]

false (

false

alert ('not enogh' seeds to buy this.seed')

[planting a tomato]

[planting a carrot]

true

[planting a potato]

▼[planting a paprika]

[status.READY]

[status.DYING]

[status.FIGHTING]

isReady();

die();

false

false

false