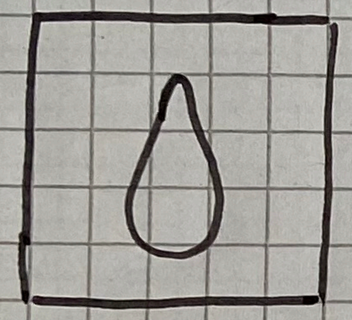
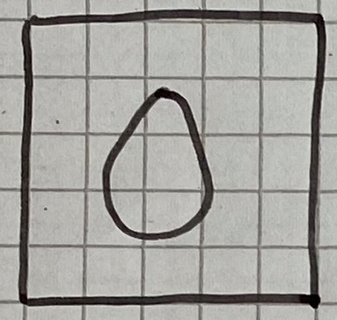
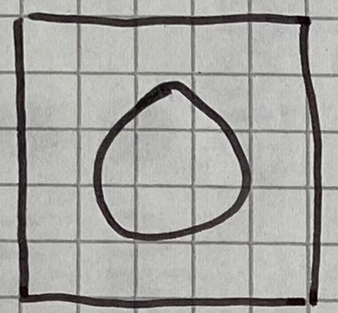
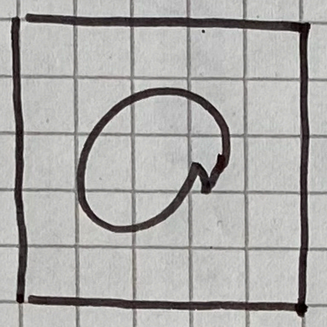
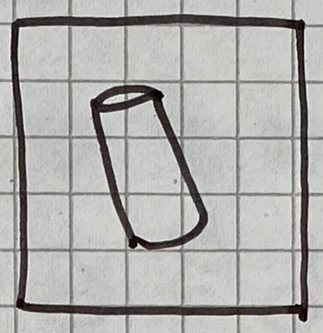
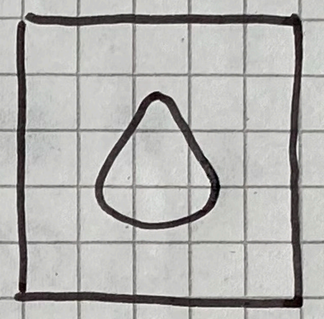
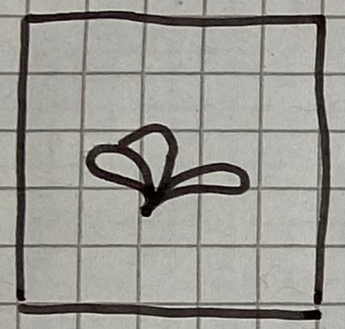
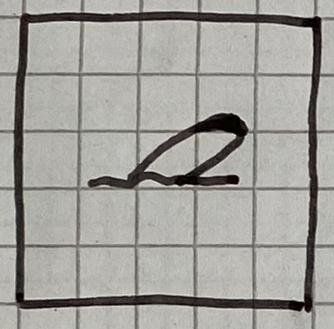
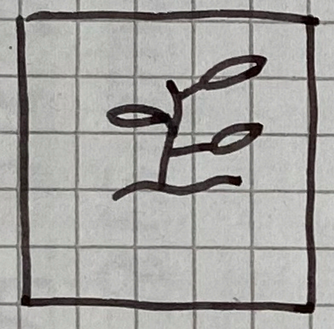
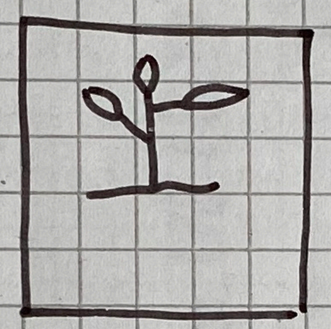
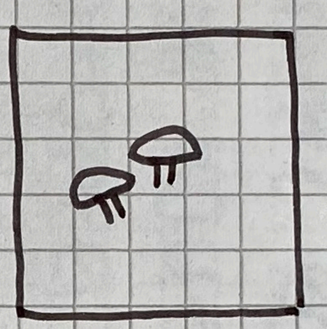
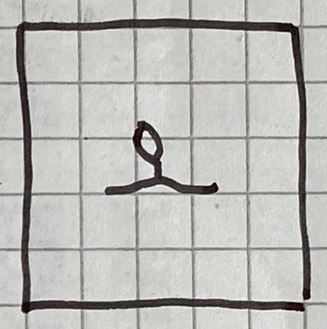
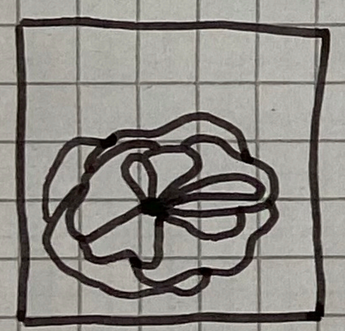
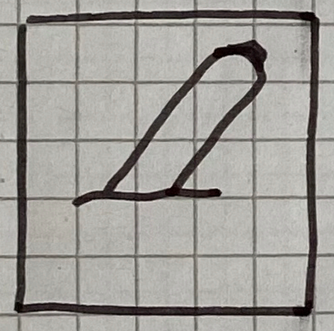
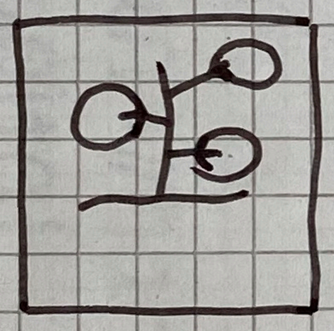
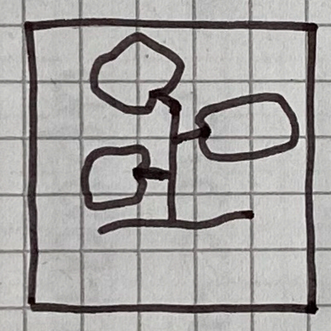
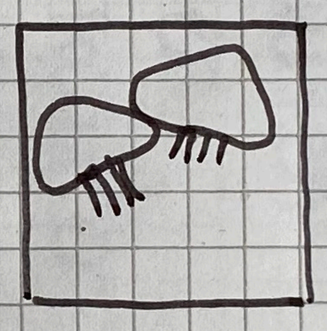
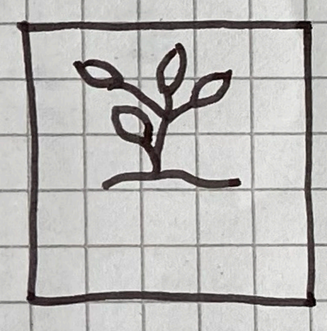
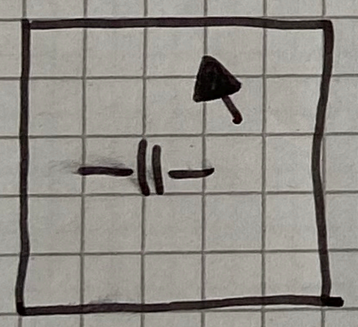
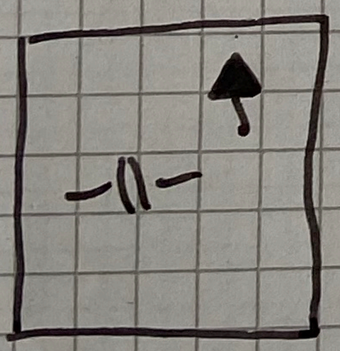
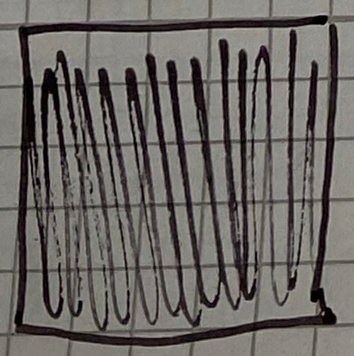
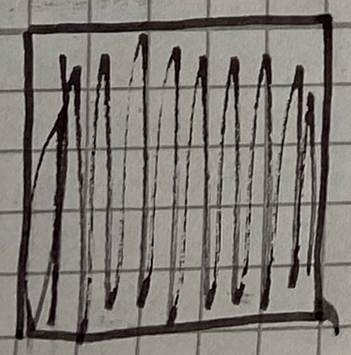
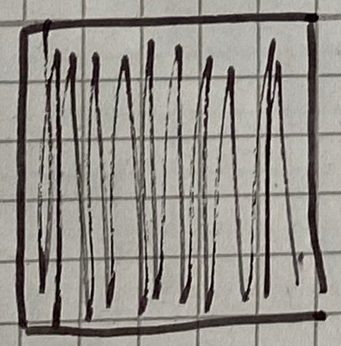
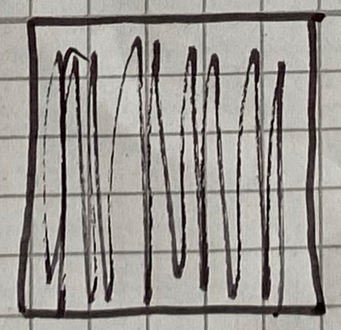
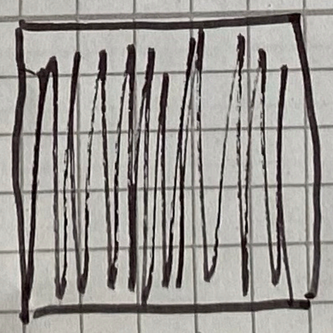
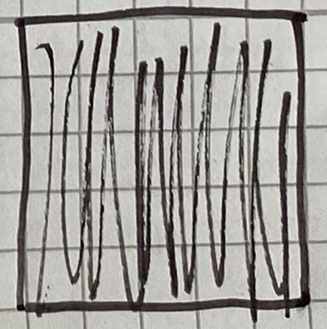
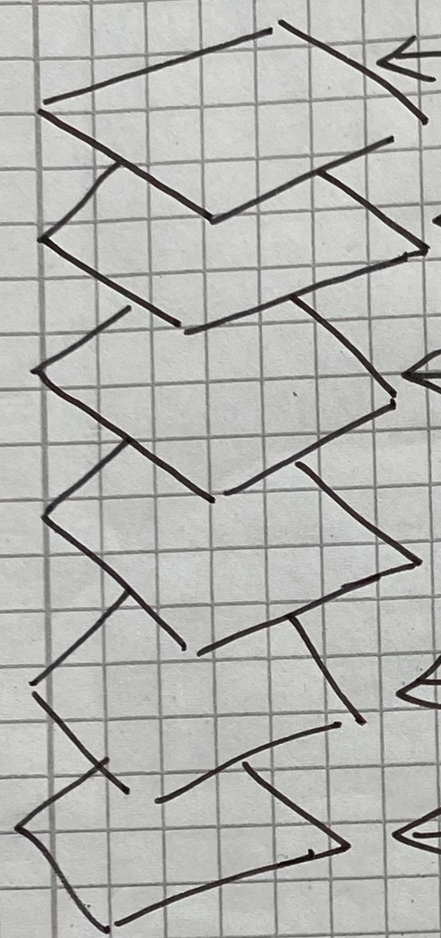
Ebenen:

Salat	Gurke	Tomate	Paprika	Pilz	Kartoffel	
						samen
						1/2 gewachsen
						vollständig gewachsen
						kurz vorm sterben (trocken) //ausgegraut
						befallen von Schädlingen //gelblich
						Erde

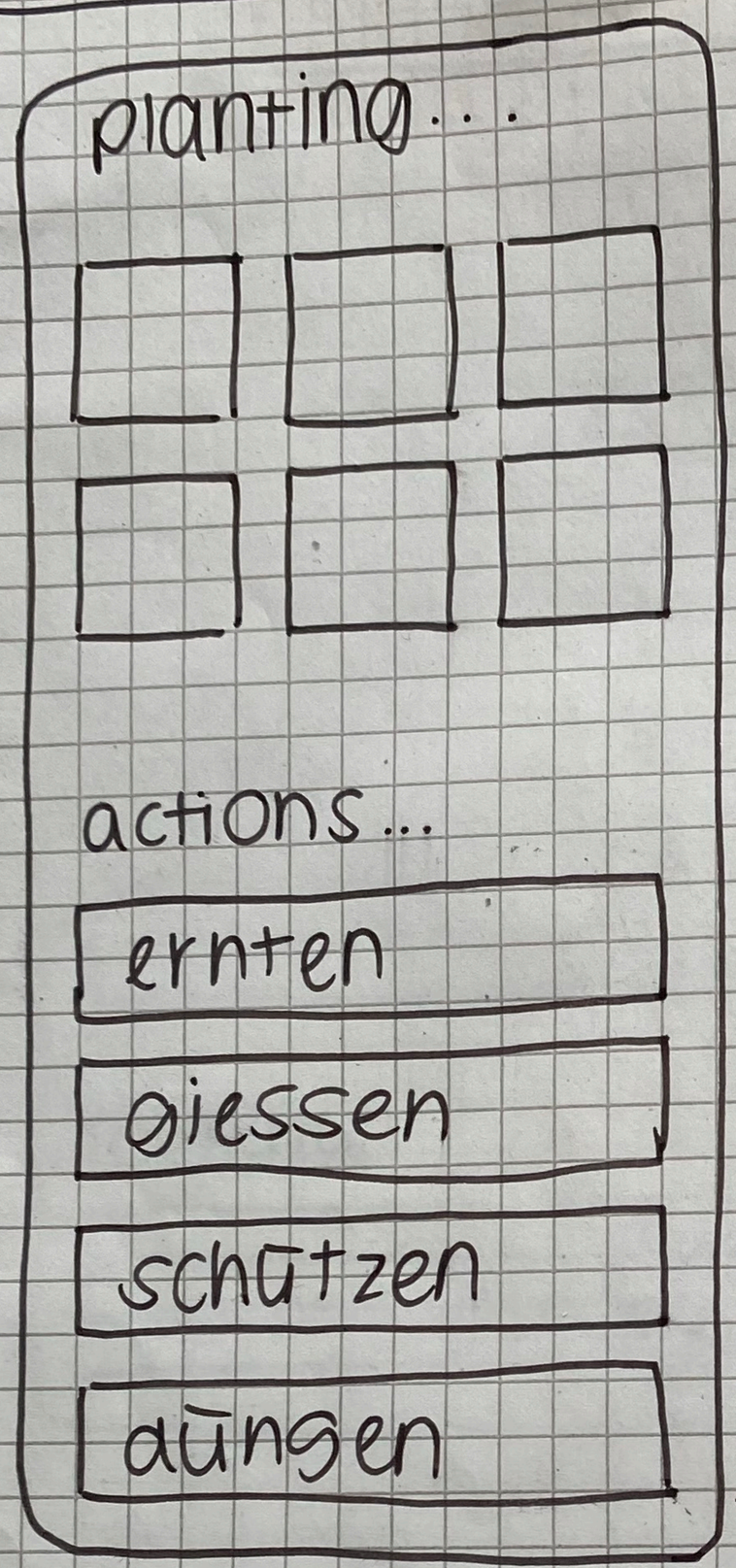
Position
- eine Position hat mehrere Ebenen
- alle Ebenen haben Eventlistener, click'



- Je nach dem wird das Bild eingebendet und alle anderen auf eine Transparenz von 0% (oder gelöscht).
  ↳ switch case könnte auch gehen?
- wässern, düngen & Pestizide werden mit transparenz1 drüber gelegt und in Funktion implementiert.

Algorythmus planting seeds:
- Position auswählen
- • auswahlmenu erscheint
- Action kann ausgewählt werden

Auswahlmenu:



// Text

symbole mit click wird ausgegraut, falls bereits angepflanzt wurde.

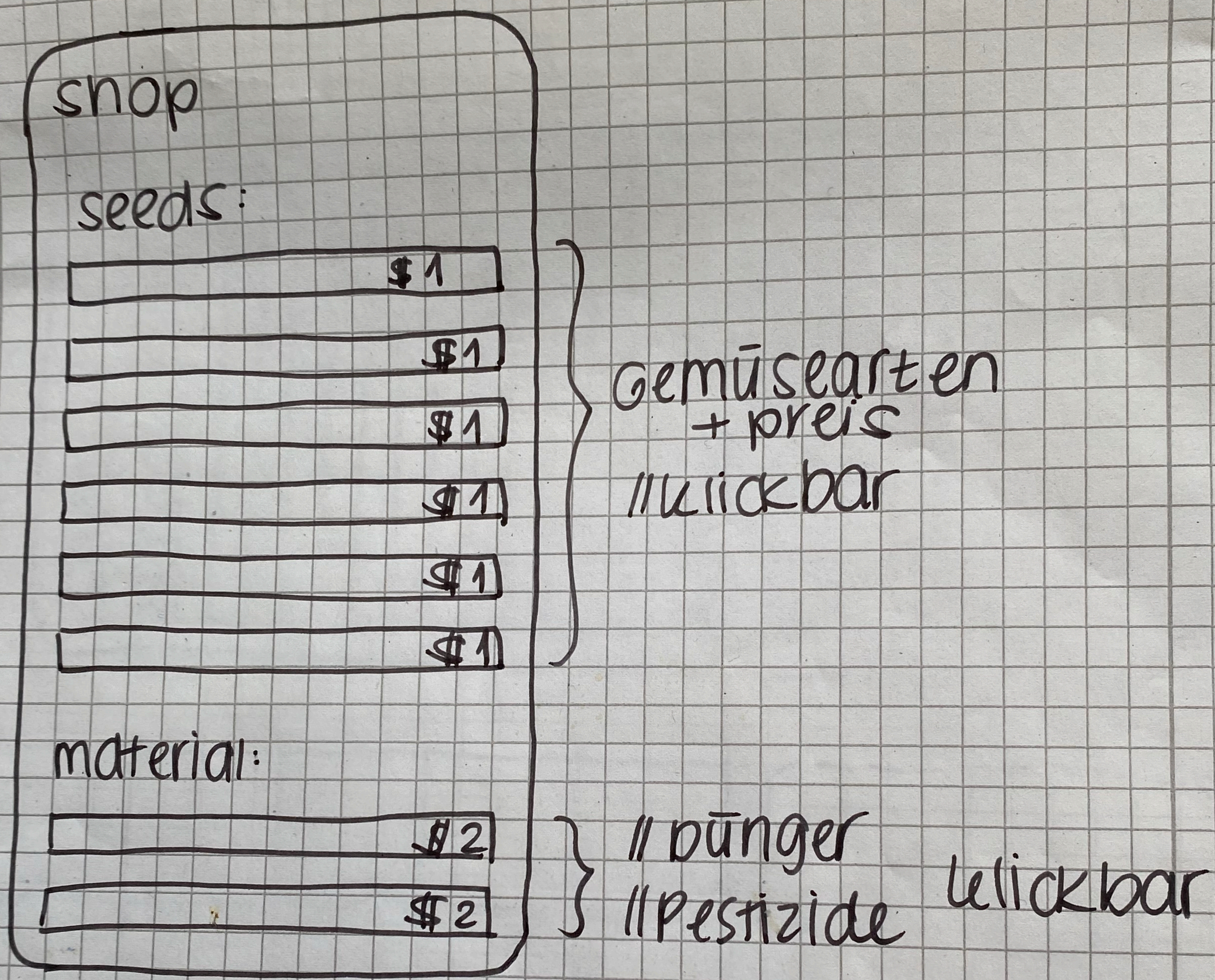
// Text

Funktionen, die evtl. Ebene der Position verändern. Je nach dem wird ausgegraut.

Gemüsearten:

1. Salat
2. Gurke
3. Tomate
4. Pilze oder Karotten
5. Kartoffel
6. Paprika

shopmenü:



- Buttons im shop sind ähnlich wie couter, und mit dem Kapital verbunden.

Gartensimulator:

Kapital:

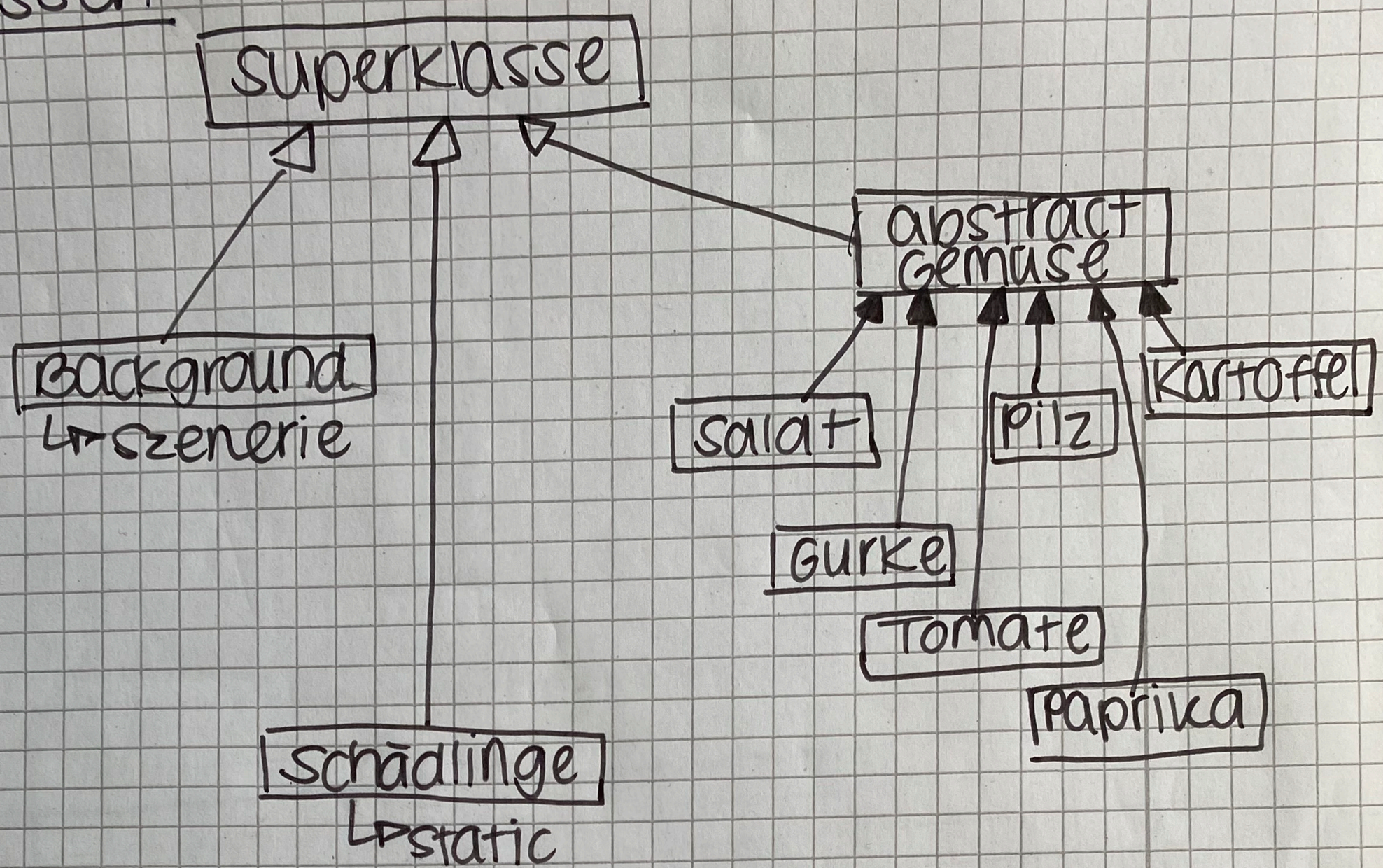
shop
seeds:

material:

actions...

planting...

Klassen




```
abstract class Gemüse{
 enum Status{
        Ready,          //kann geerntet werden
        wachsen,        //zwischenstufe
        Befallen,       //schädlinge greifen an
        sterbend,       //
        planted,        // seed
        nothing }       //Erde

 constructor ( );
 abstract method : void;     //ernten
 abstract giessen : void;    //wässern
 abstract schützen : void;   //Pestizide
 abstract düngen : void;
 }
```