Project Plan Document

* Players begin with a sum of money and no plants or supplies. They must buy plants and supplies to grow their farm. They must water the plants to make them grow faster. The player skips to the next day to buy and sell more plants and supplies to increase the farm.
* Classes: shop, tools (several), plants (several), farm, player
* Shop: int money, tools, plants
* Player: int money, tools, plants
* Tools: int money, int usefulness, string name
* Plant; int money, int size, int water level, string name
* Farm: plant \* plants, int money
* Player buys plants and tools from shop with money, waters plants to sell them for money, farm holds plants
* Timeline: create abstract classes, create specific classes, test relationship
* Text based interaction with program
* Test it