

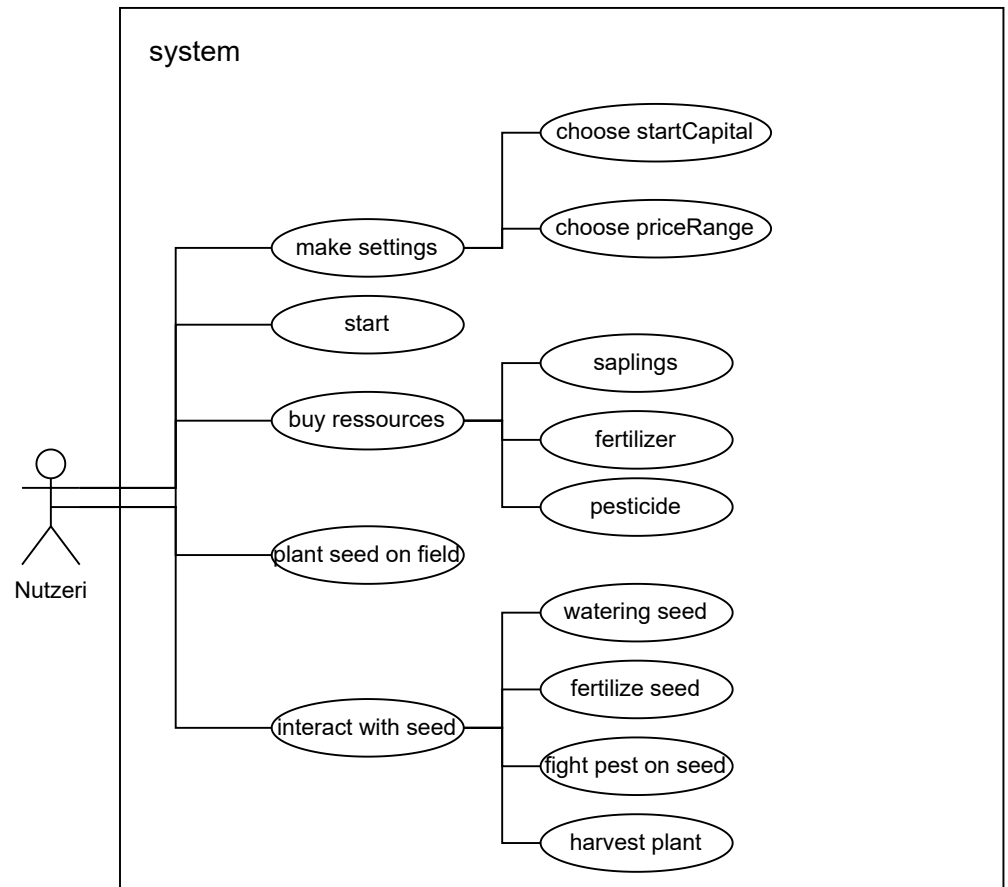
# KONZEPT



Konzeption + Implementation  
gemeinsam erarbeitet von Moritz Labza, 265113 & Tim Nees 265109

# USE-CASE DIAGRAMM

# Gemüsegarten-Simulator: Use Case Diagramm

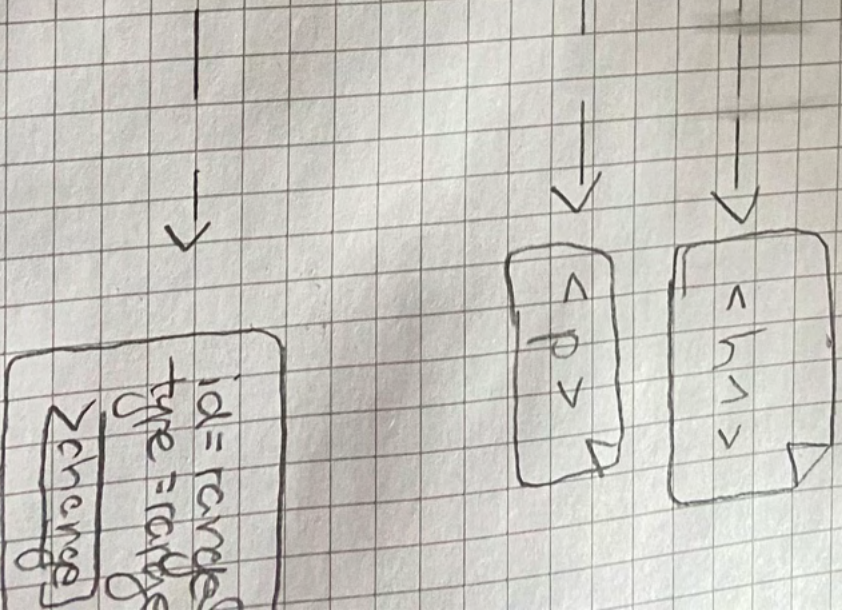
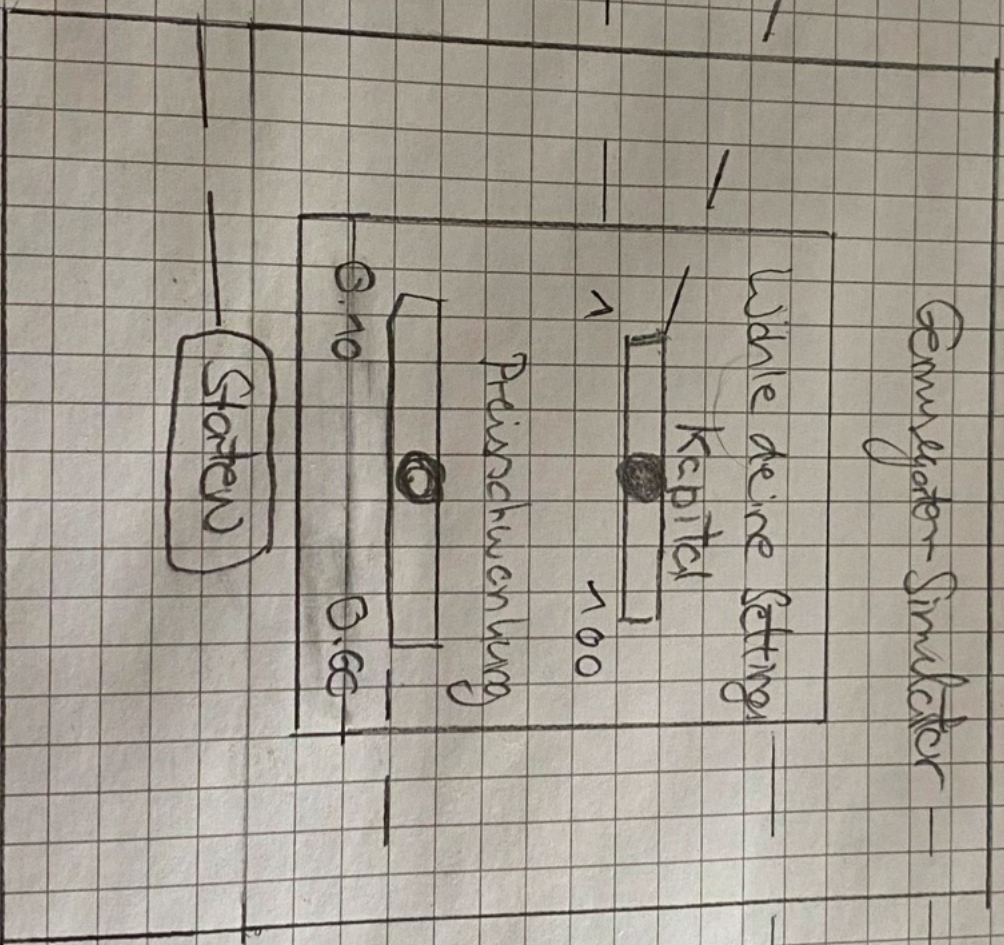
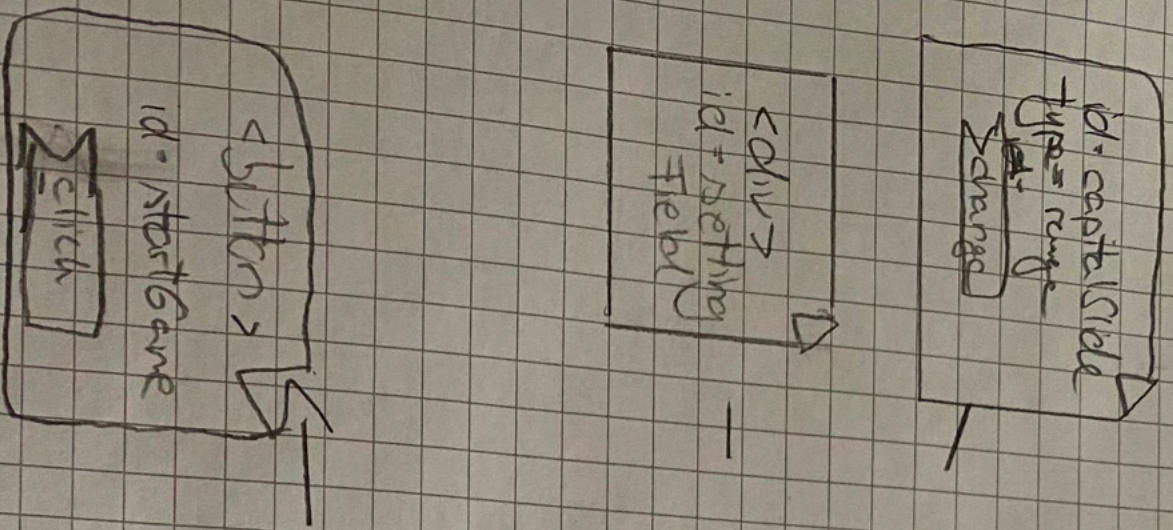


# UI SCRIBBLE

(erste Ideen - per Hand)



# Gewinn-Gater Simulator UI Skizze Landingpage



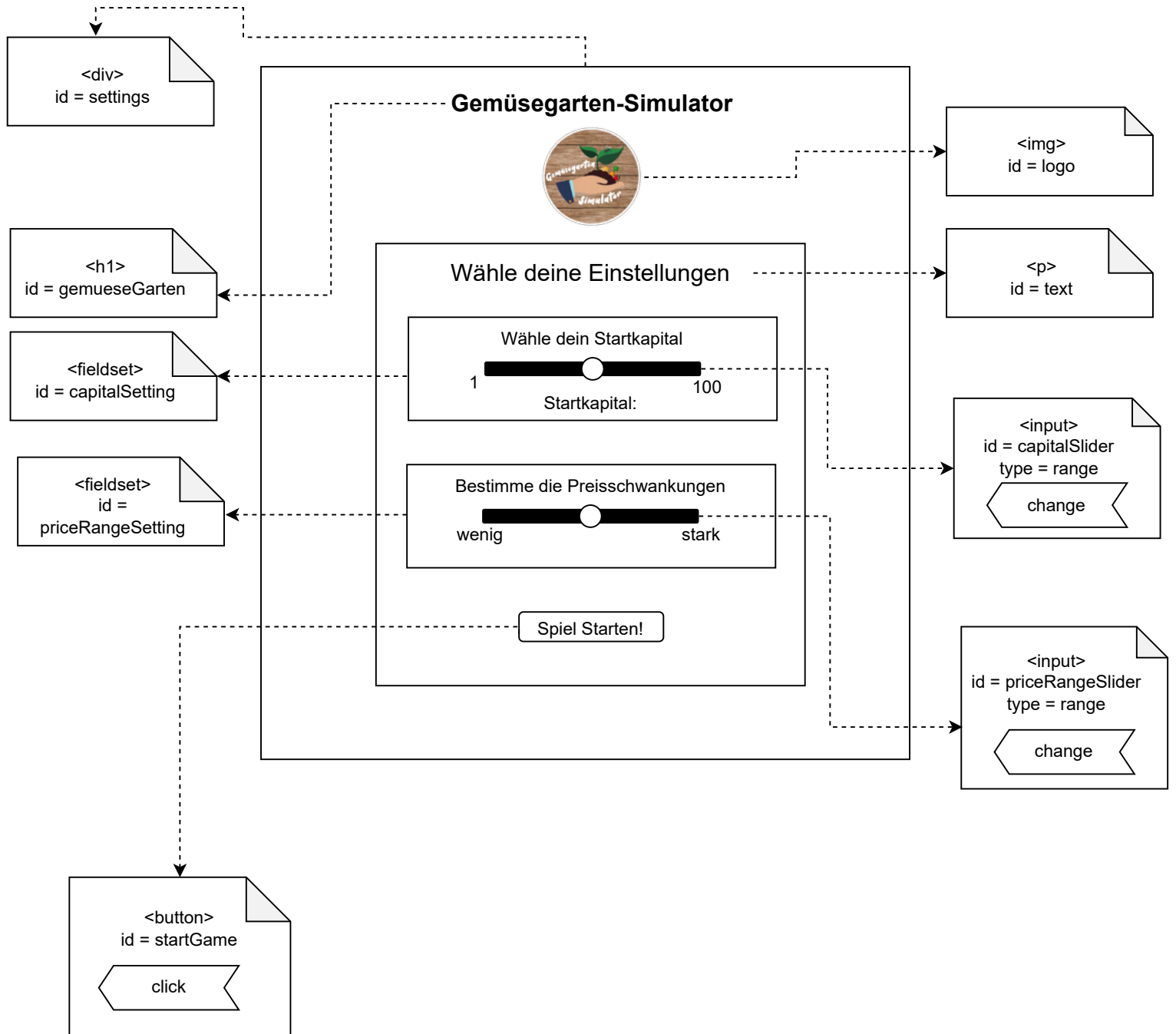






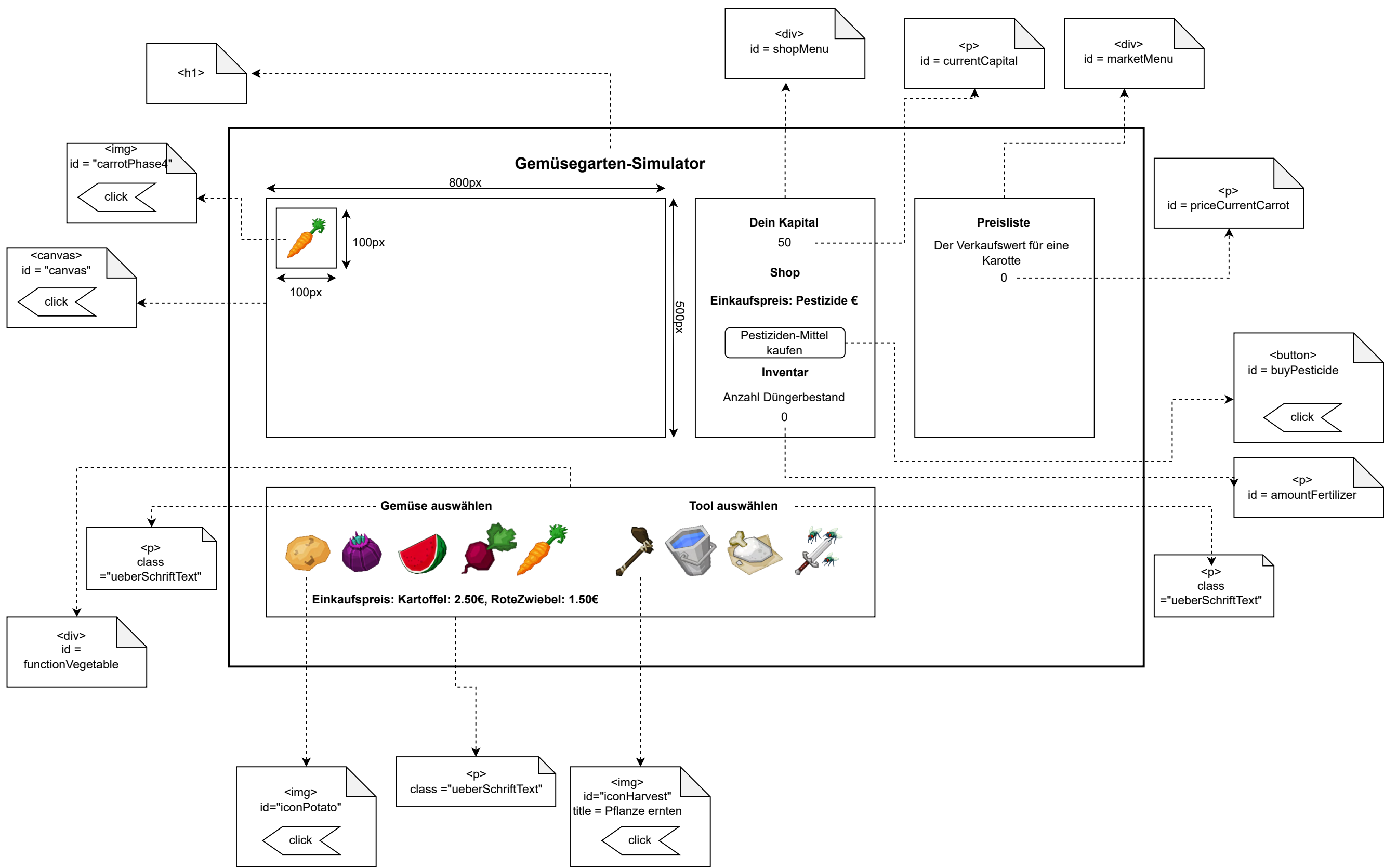
# UI SCRIBBLE (FINALE UMSETZUNG)

# Gemüsegarten-Simulator: UI Scribble / Landingpage



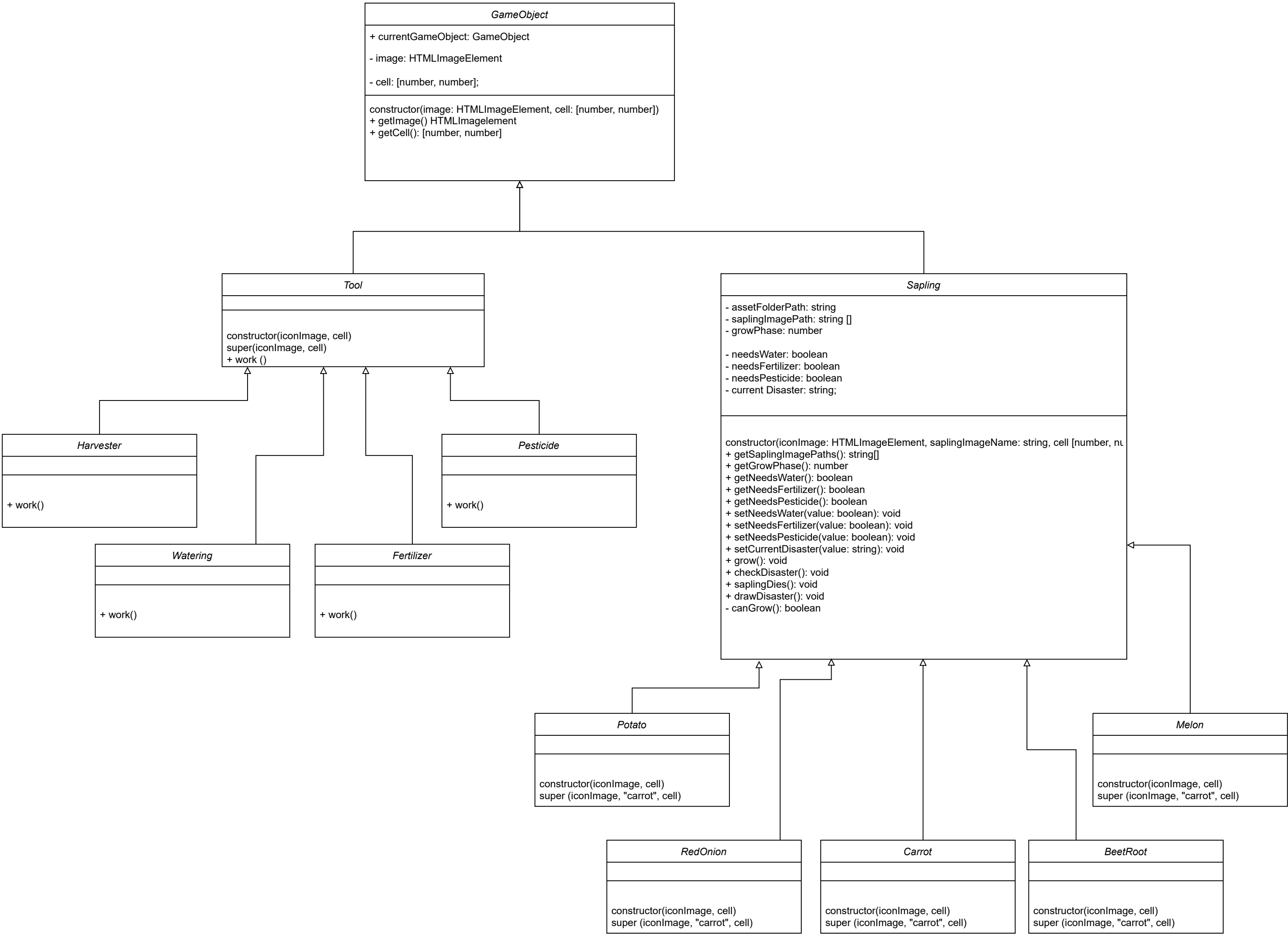


Gemüsegarten-Simulator: UI Scribble / Gamepage



# CLASS DIAGRAMM

Gemüsegarten-Simulator: Class-Diagramm





# Gemüsegarten-Simulator: Class-Diagramm

<i>Market</i>
<ul style="list-style-type: none"><li>- carrotPrice: number</li><li>- potatoPrice: number</li><li>- beetRootPrice: number</li><li>- melonPrice: number</li><li>- redOnionPrice: number</li></ul> <ul style="list-style-type: none"><li>- carrotCost: number</li><li>- potatoCost: number</li><li>- beetRootCost: number</li><li>- melonCost: number</li><li>- redOnionCost: number</li><li>- fertilizerCost: number</li><li>- pesticideCost</li><li>- currentPriceRange: number</li></ul>
<ul style="list-style-type: none"><li>+ constructor ()</li><li>+ getCarrotPrice(): number</li><li>+ getPotatoPrice(): number</li><li>+ getBeetRootPrice(): number</li><li>+ getMelonPrice(): number</li><li>+ getRedOnionPrice (): number</li><li>+ setCarrotPrice(): number</li><li>+ setPotatoPrice(): number</li><li>+ setBeetRootPrice(): number</li><li>+ setMelonPrice(): number</li><li>+ setRedOnionPrice (): number</li></ul> <ul style="list-style-type: none"><li>+setCarrotCost(): number</li><li>+setPotatoCost(): number</li><li>+setRedOnionCost(): number</li><li>+setBeetRootCost(): number</li><li>+setMelonCost(): number</li><li>+setCarrotCost(): number</li><li>+setPotatoCost(): number</li><li>+setRedOnionCost(): number</li><li>+setBeetRootCost(): number</li><li>+setMelonCost(): number</li></ul> <ul style="list-style-type: none"><li>+ getFertilizerCost(): number</li><li>+ getPestizideCost(): number</li><li>+ setFertilizerCost(): number</li><li>+ setPestizideCost(): number</li></ul> <ul style="list-style-type: none"><li>+ setPriceRange(): number</li></ul> <ul style="list-style-type: none"><li>+ updatePrices ()</li><li>- calculatingPriceChanges ()</li><li>- updatePriceViews ()</li><li>- formatPrice ()</li></ul>

<i>Player</i>
<ul style="list-style-type: none"><li>- money: number</li><li>- fertilizer: number</li><li>- pesticide: number</li></ul>
<ul style="list-style-type: none"><li>constructor()</li><li>+ getMoney()</li><li>+ setMoney()</li><li>+ getPesticide()</li><li>+ getFertilizer()</li><li>+ setPesticide()</li><li>+ setFertilizer()</li><li>+ updatePesticideView()</li><li>+ updateFertilizerView()</li></ul>

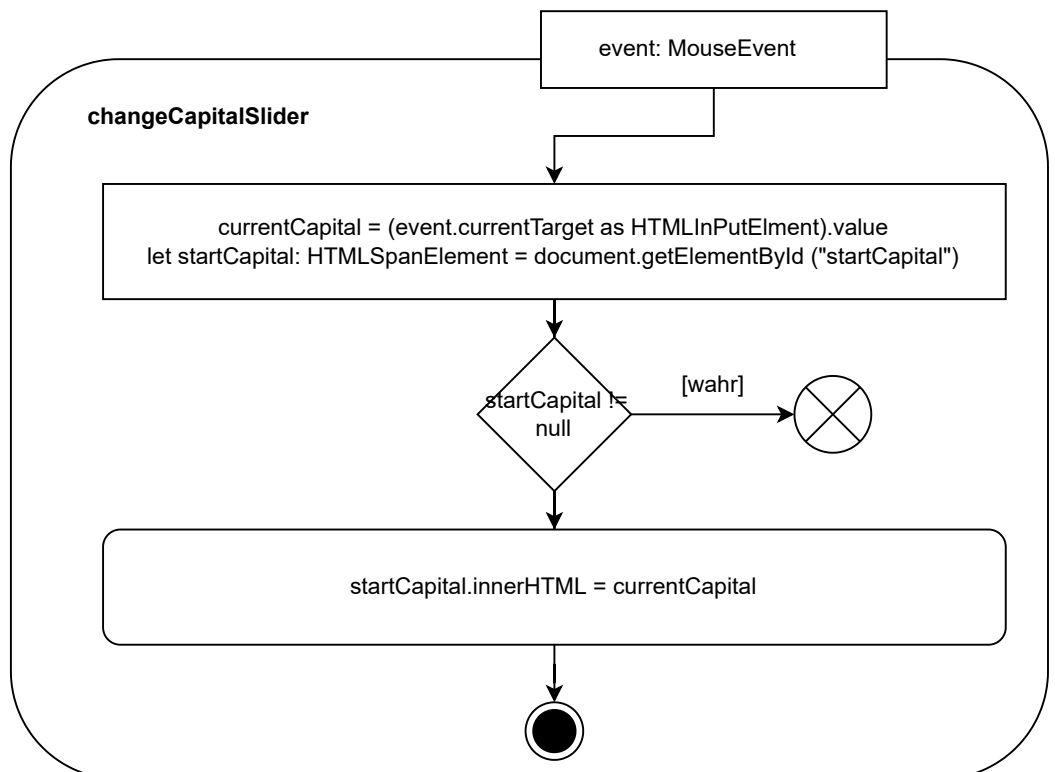
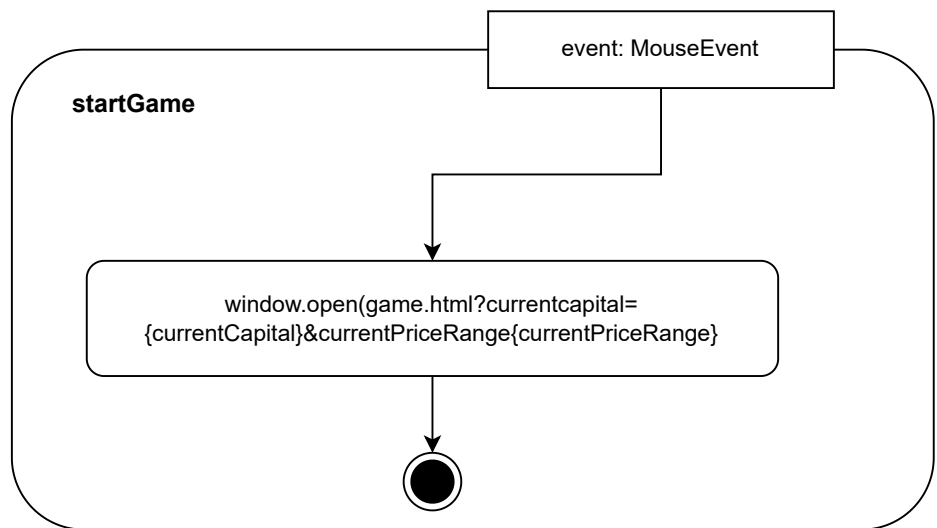
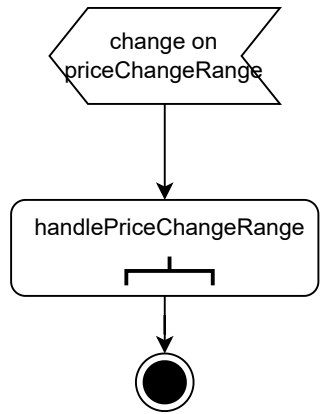
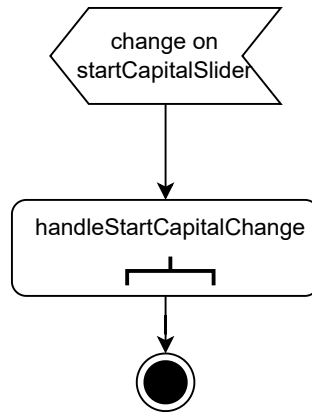
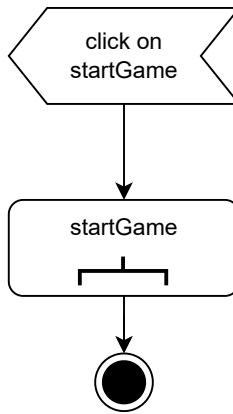
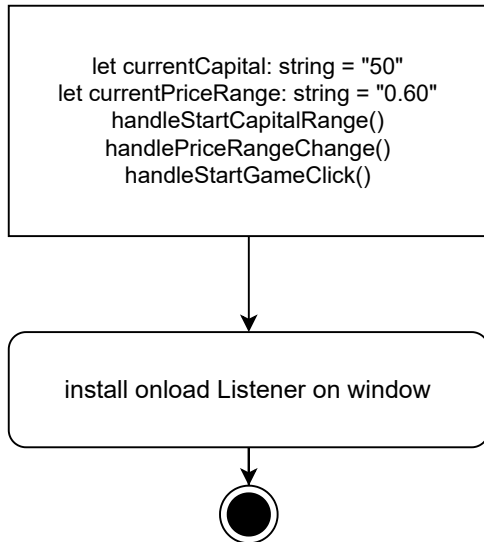
<i>Fly</i>
<ul style="list-style-type: none"><li>- startPosition: [number, number]</li><li>- endPosition: [number, number]</li><li>- position: [number, number]</li><li>- size: [number, number]</li><li>- speed: number</li><li>image: HTMLImageElement</li></ul>
<ul style="list-style-type: none"><li>+ constructor()</li><li>+ fly()</li><li>+ destorySapling()</li></ul>

<i>Helper</i>
<ul style="list-style-type: none"><li><u>+ clamp(value: number, min: number, max: number)</u></li><li><u>+ getClickedCell(x: number, y: number)</u></li></ul>

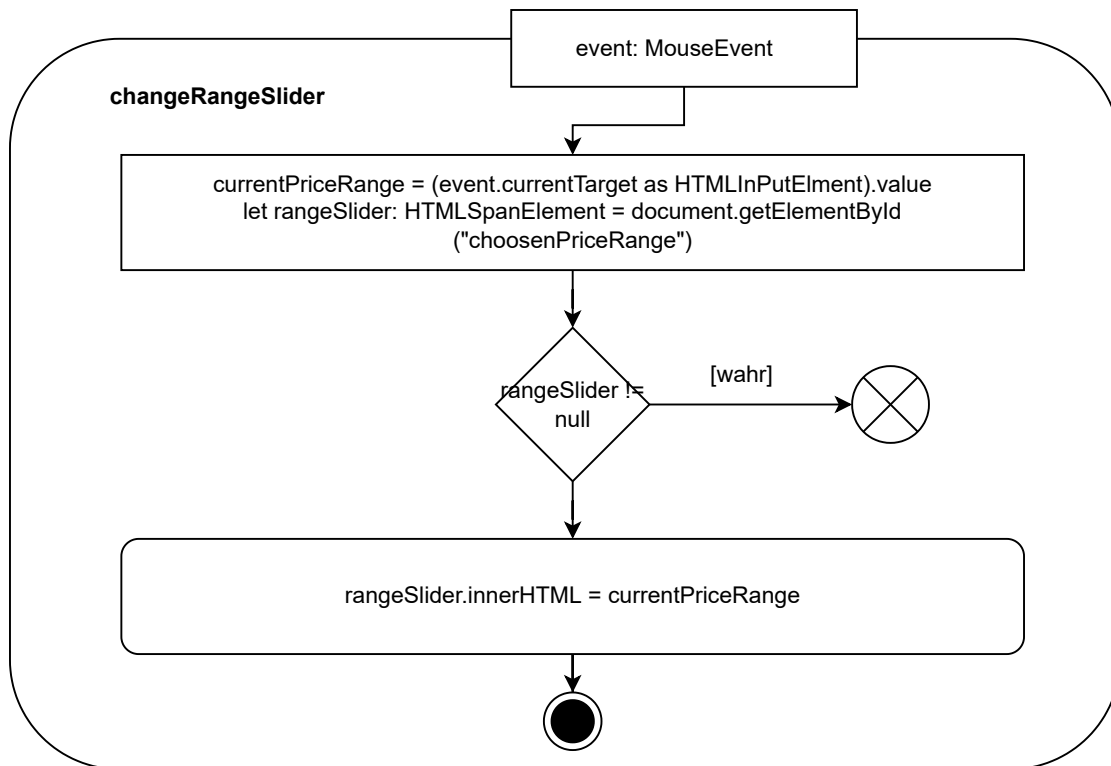
<i>GameObjectFactory</i>
<ul style="list-style-type: none"><li>+ new (icon: HTMLImageElement, cell: [number, number] : GameObject</li></ul>

# ACTIVITY DIAGRAMM

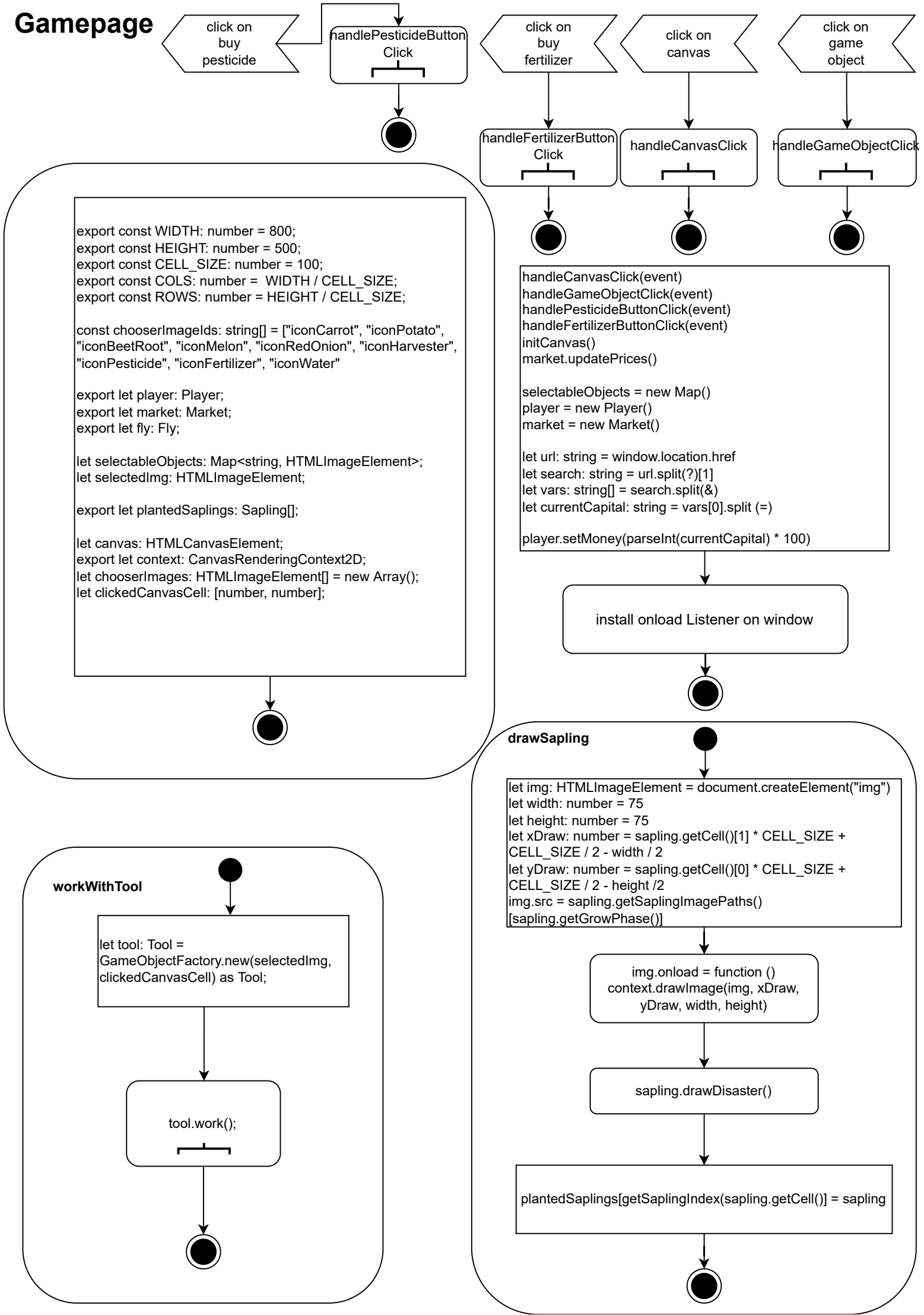
# Landingpage

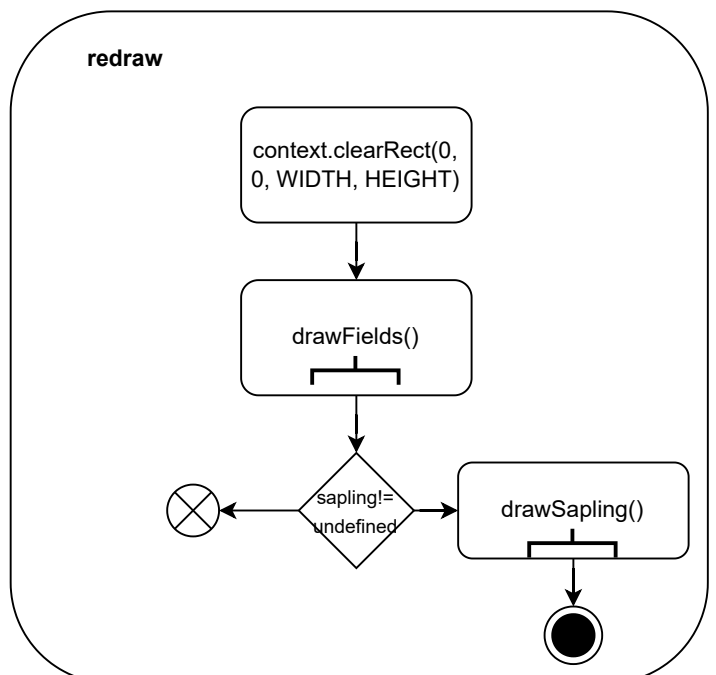
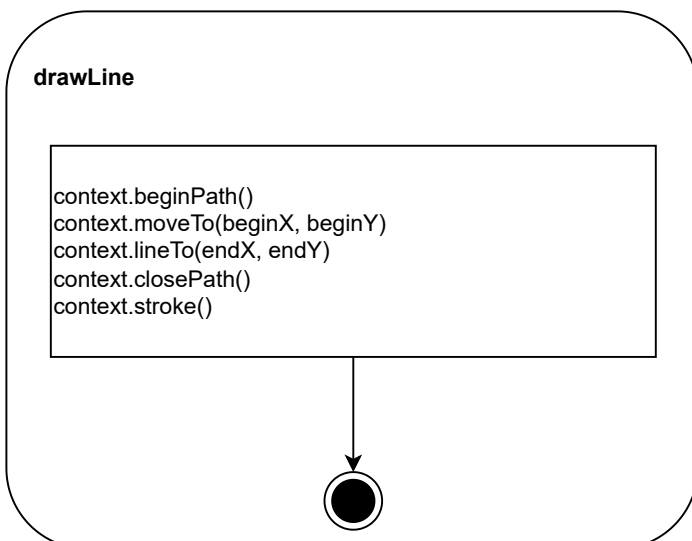
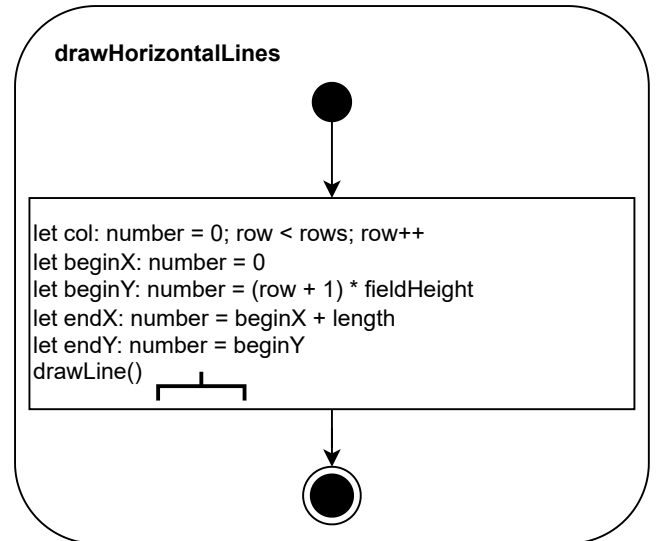
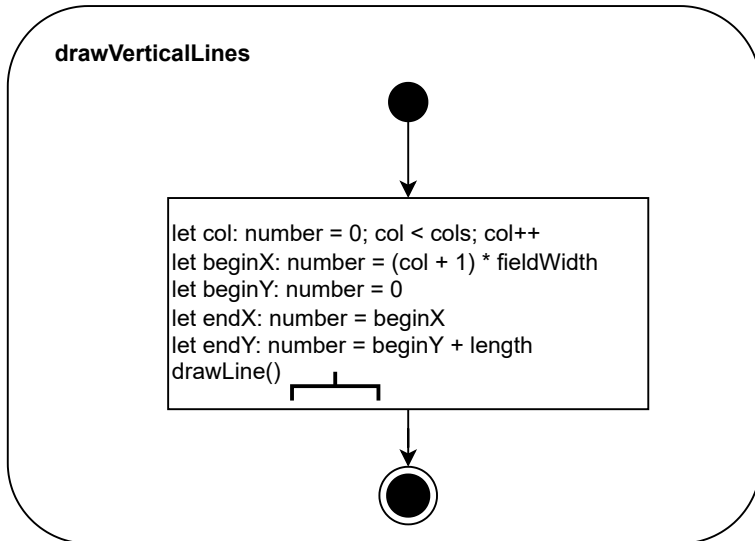
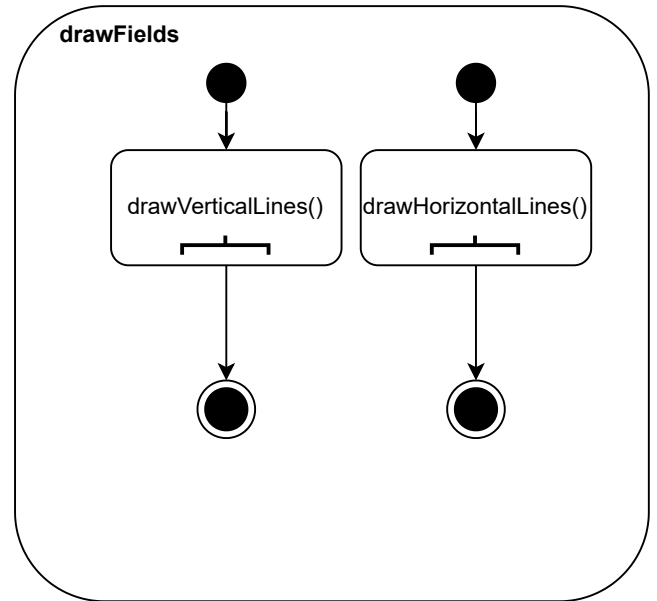
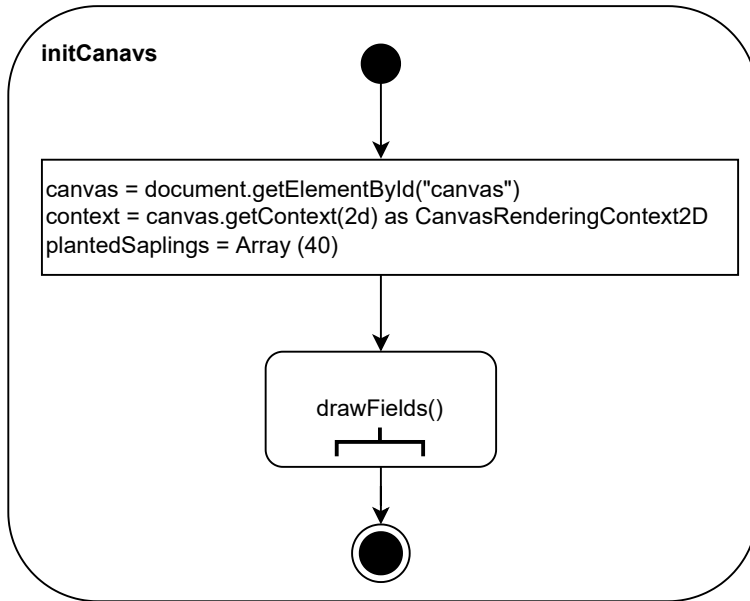




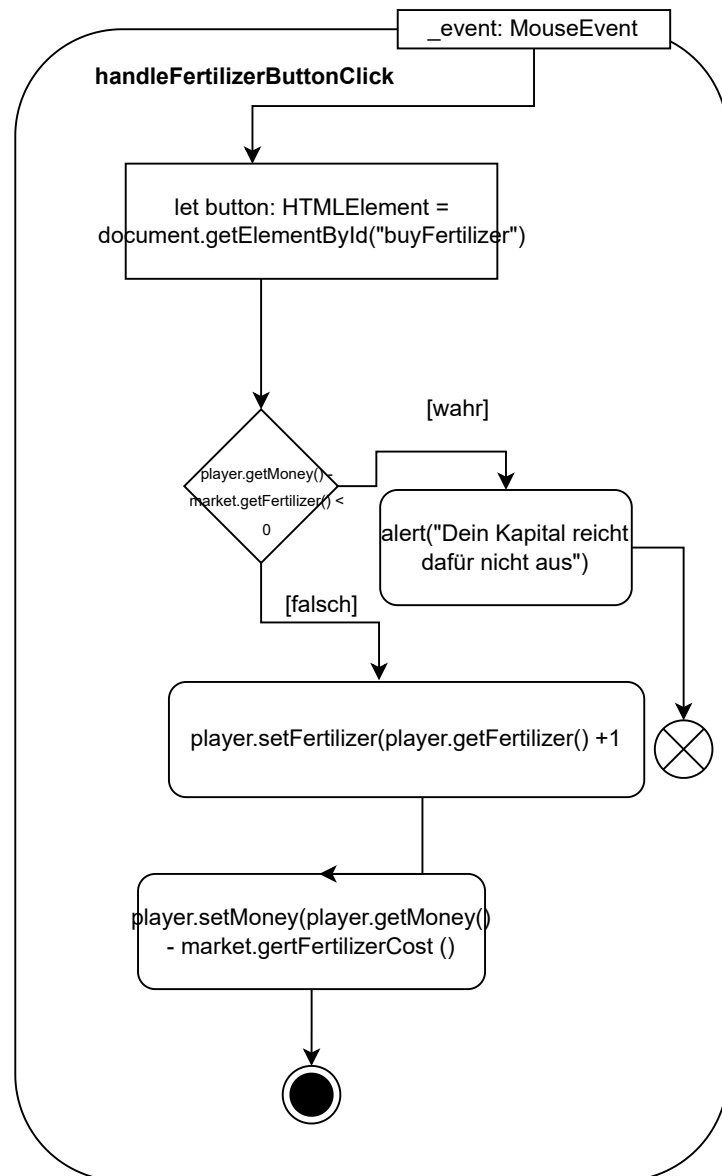
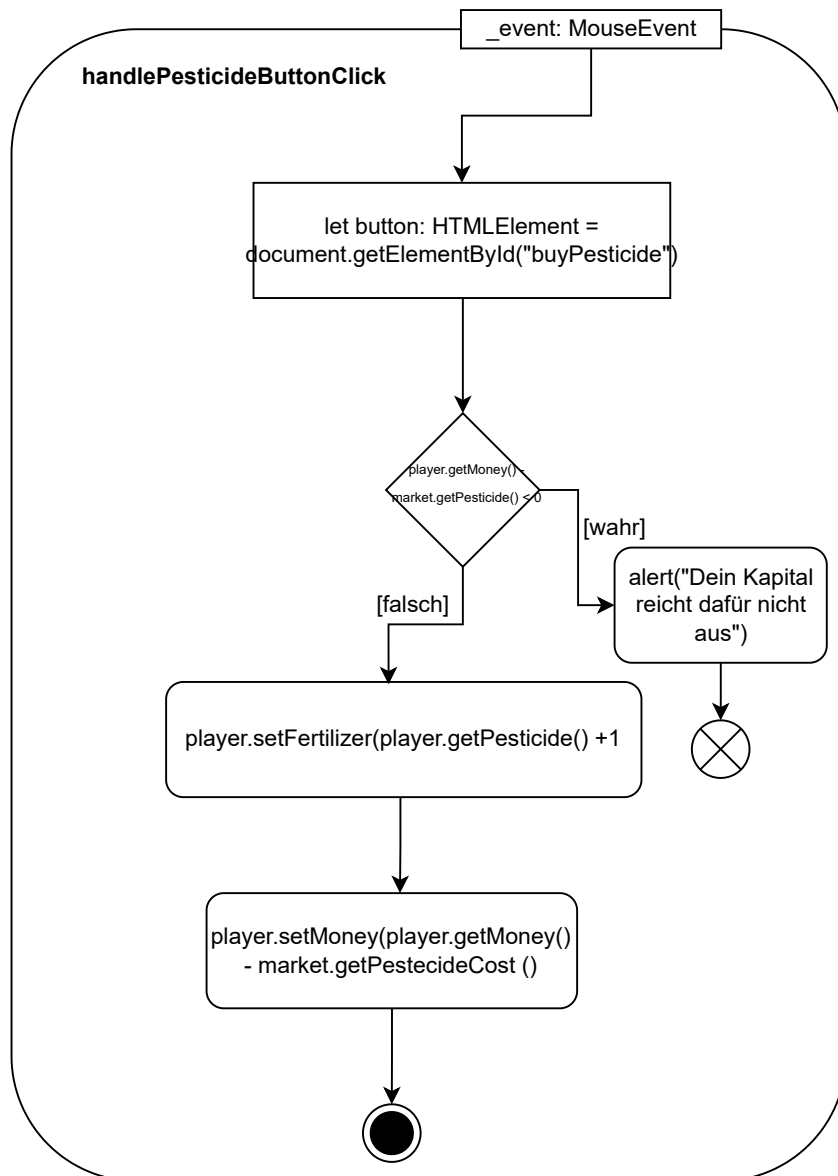
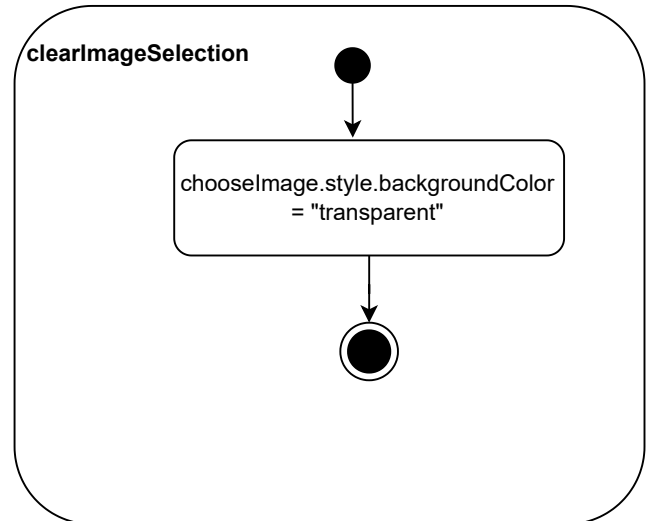
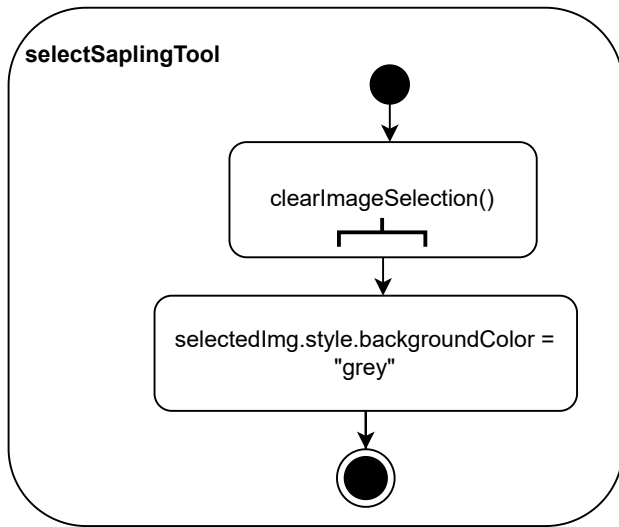


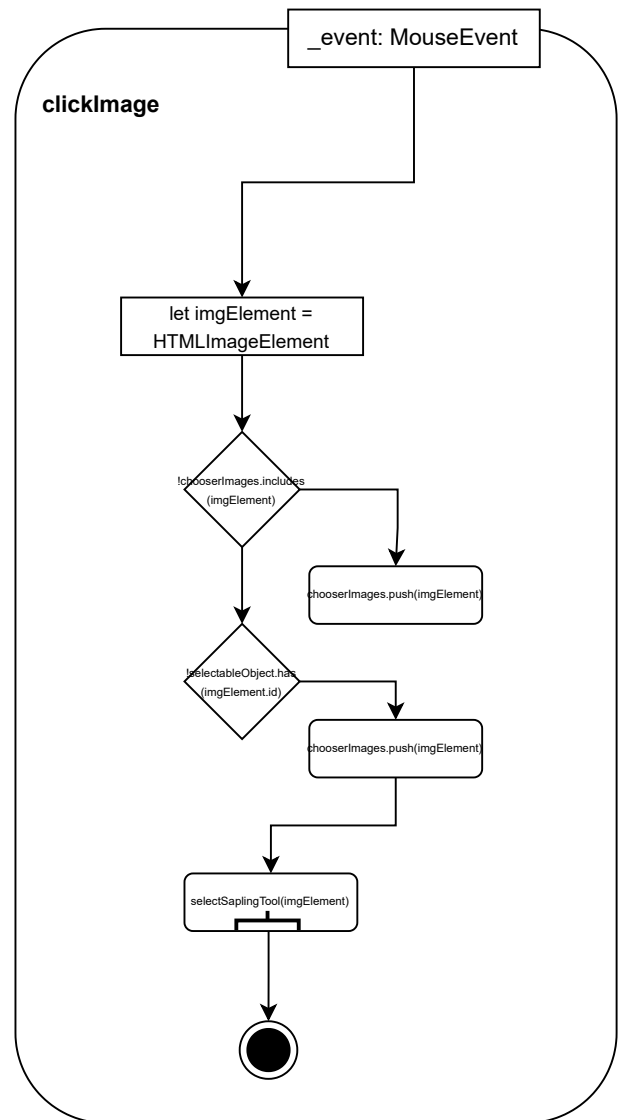
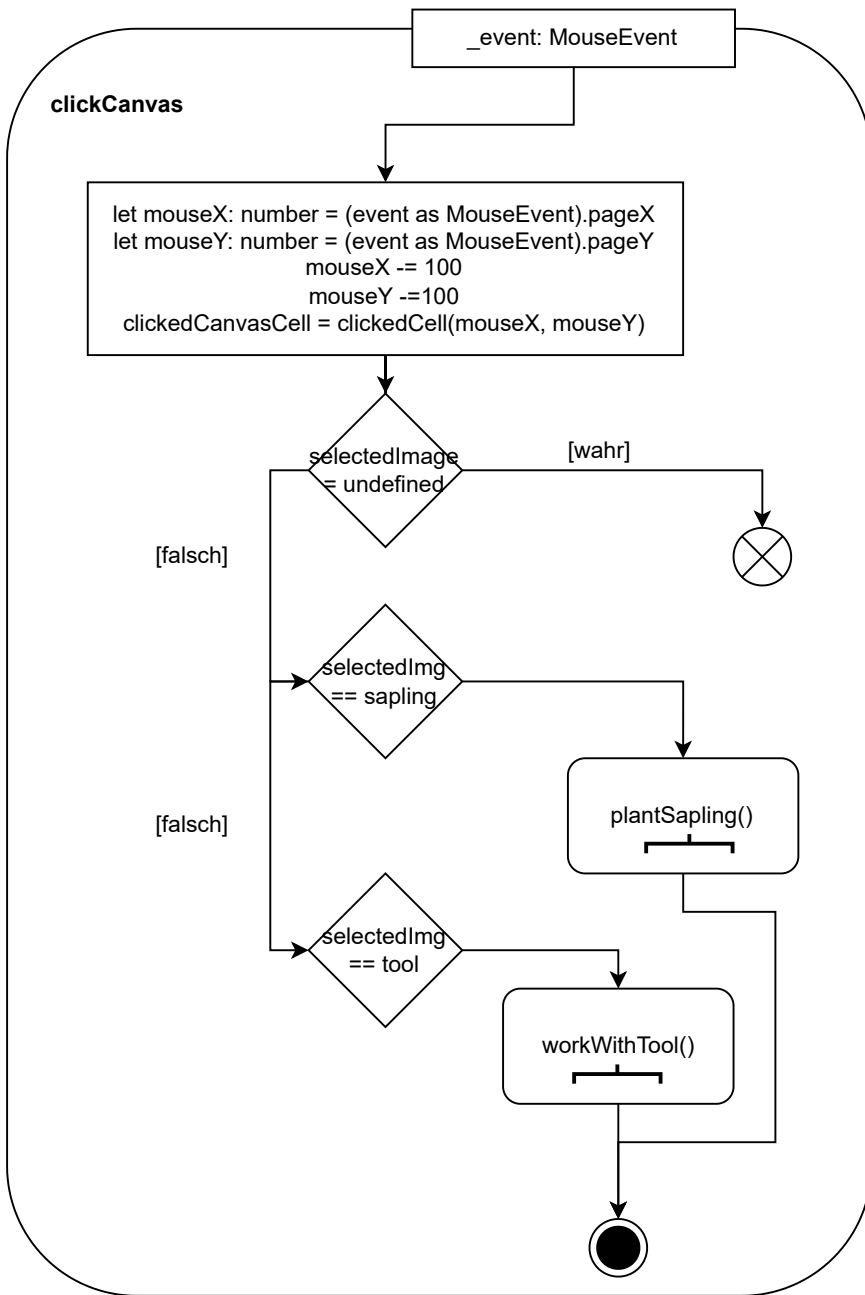
Gamepage

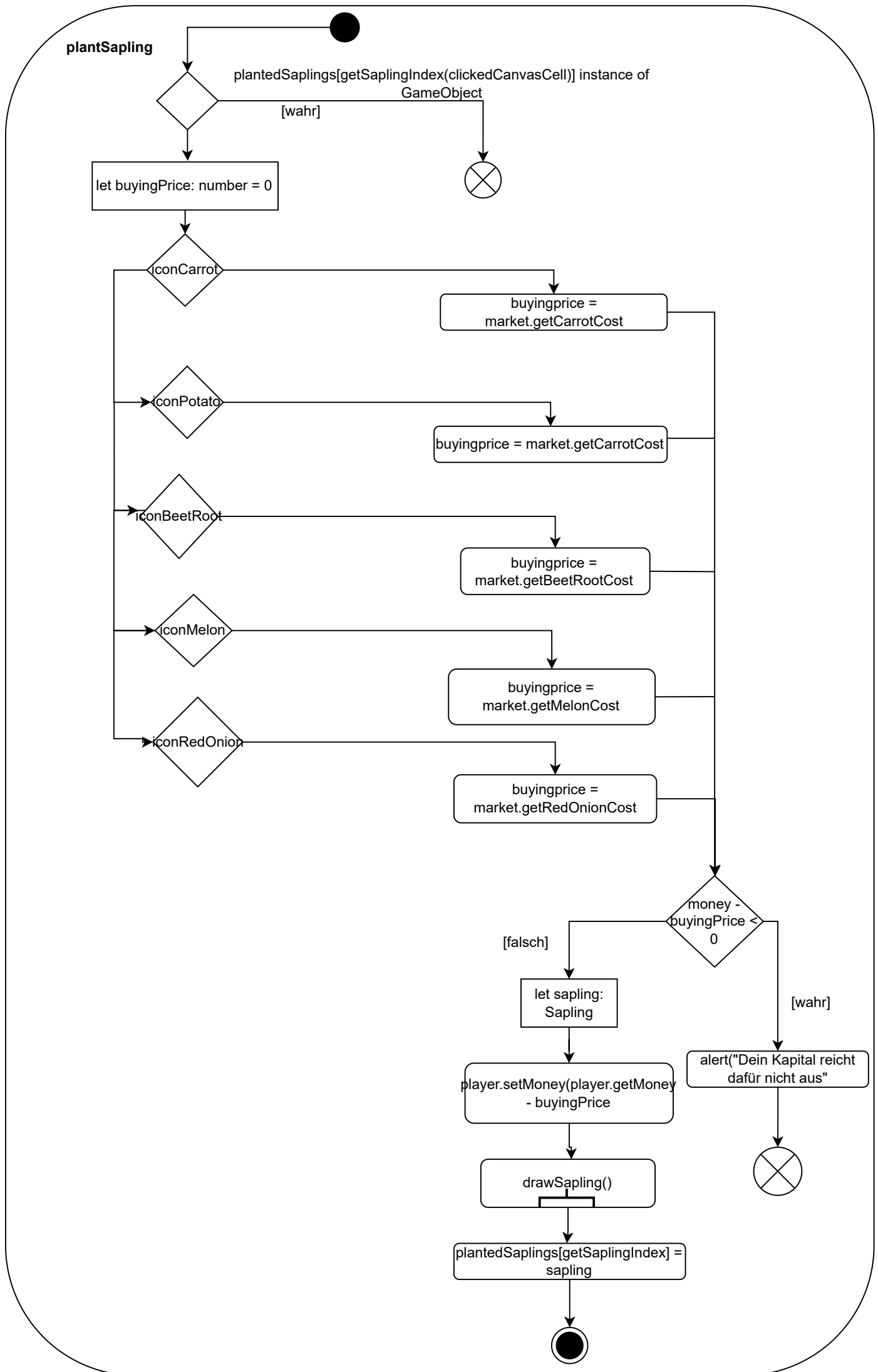






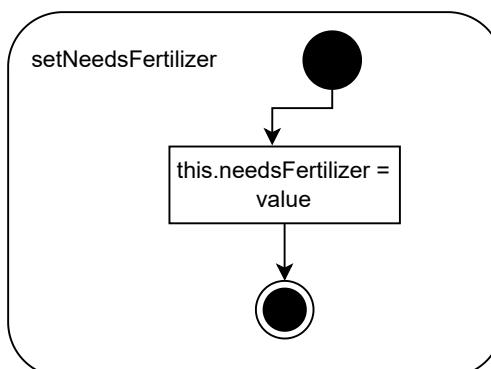
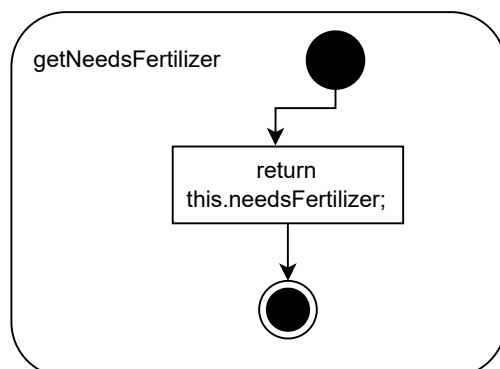
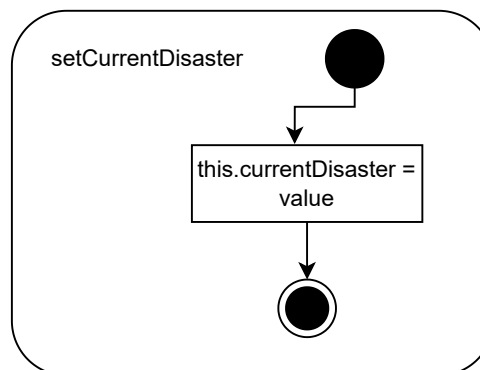
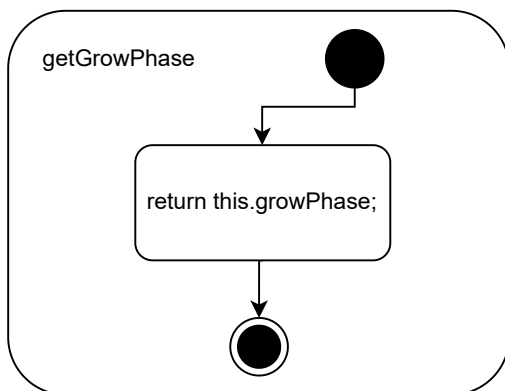
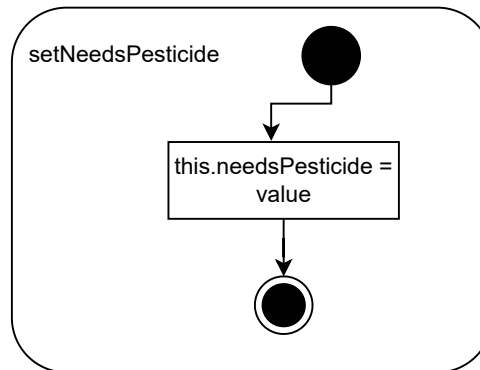
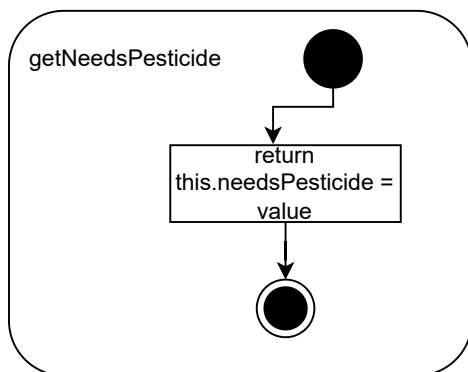
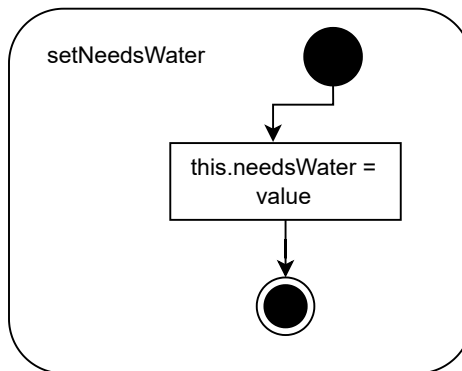
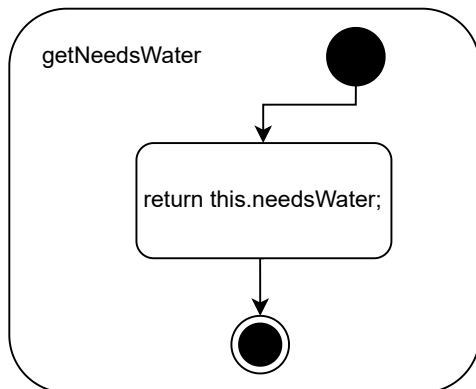
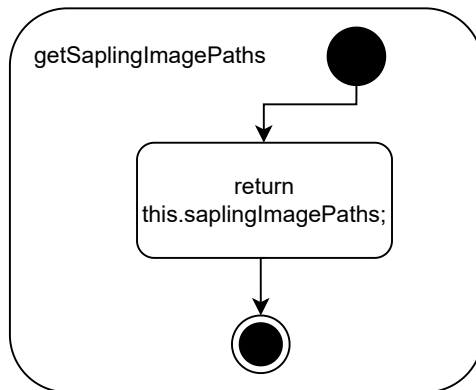


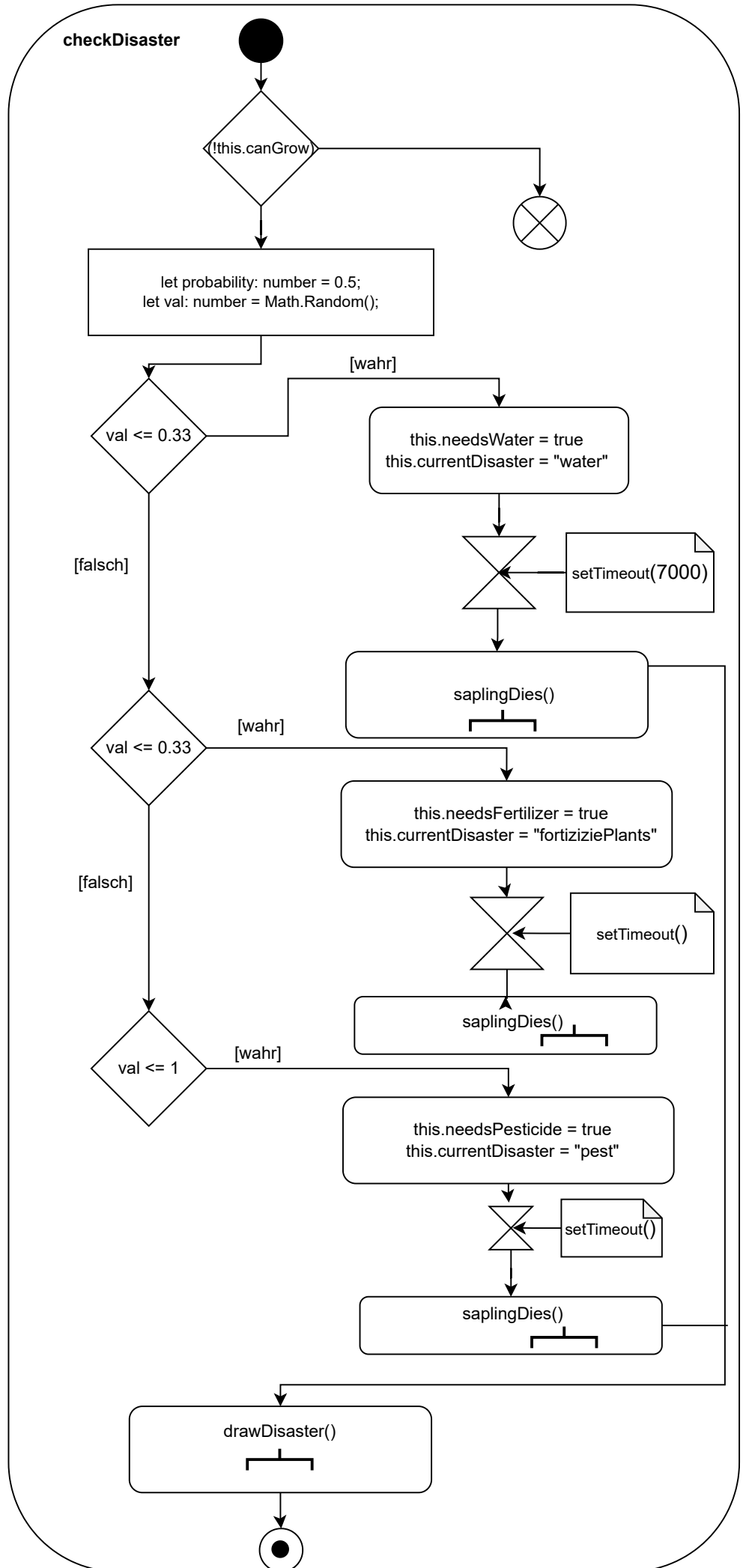
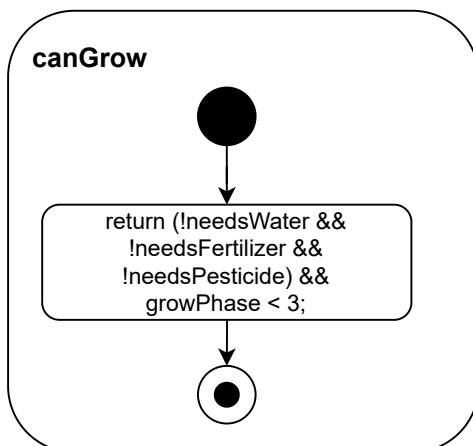
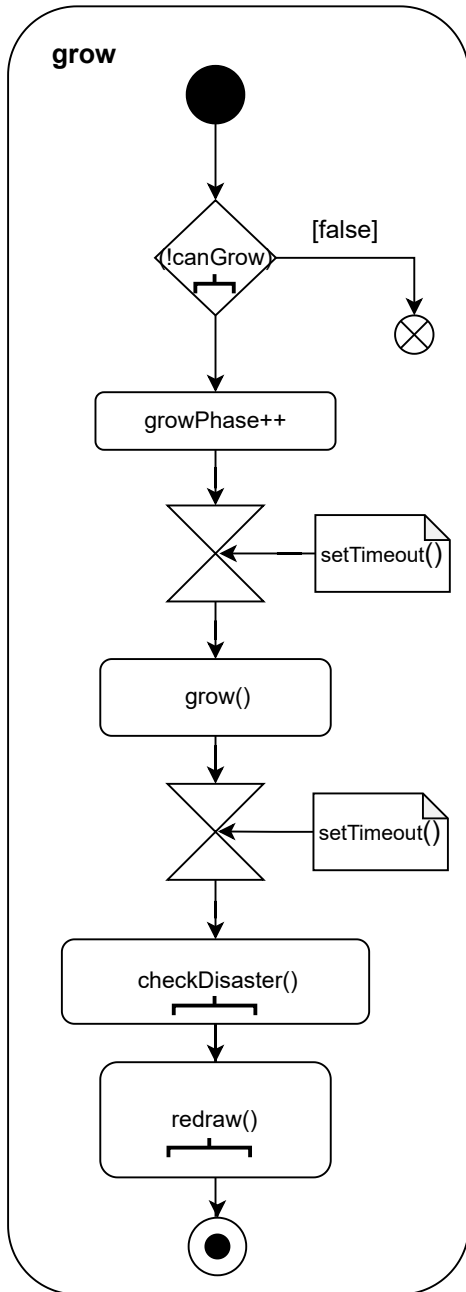


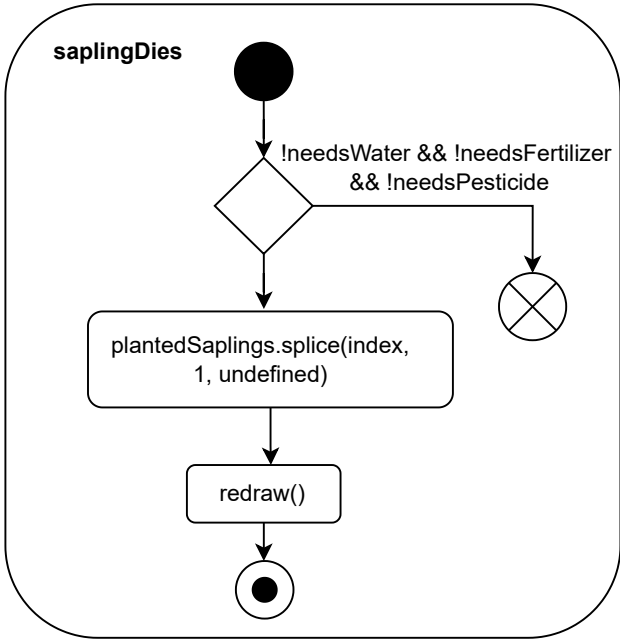




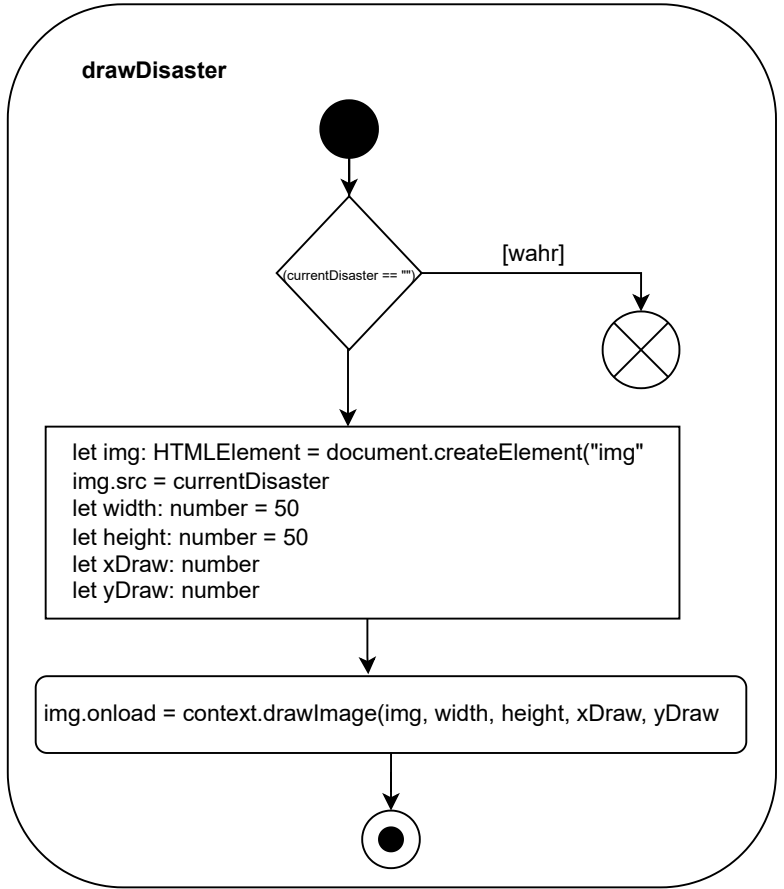
# Gameobject



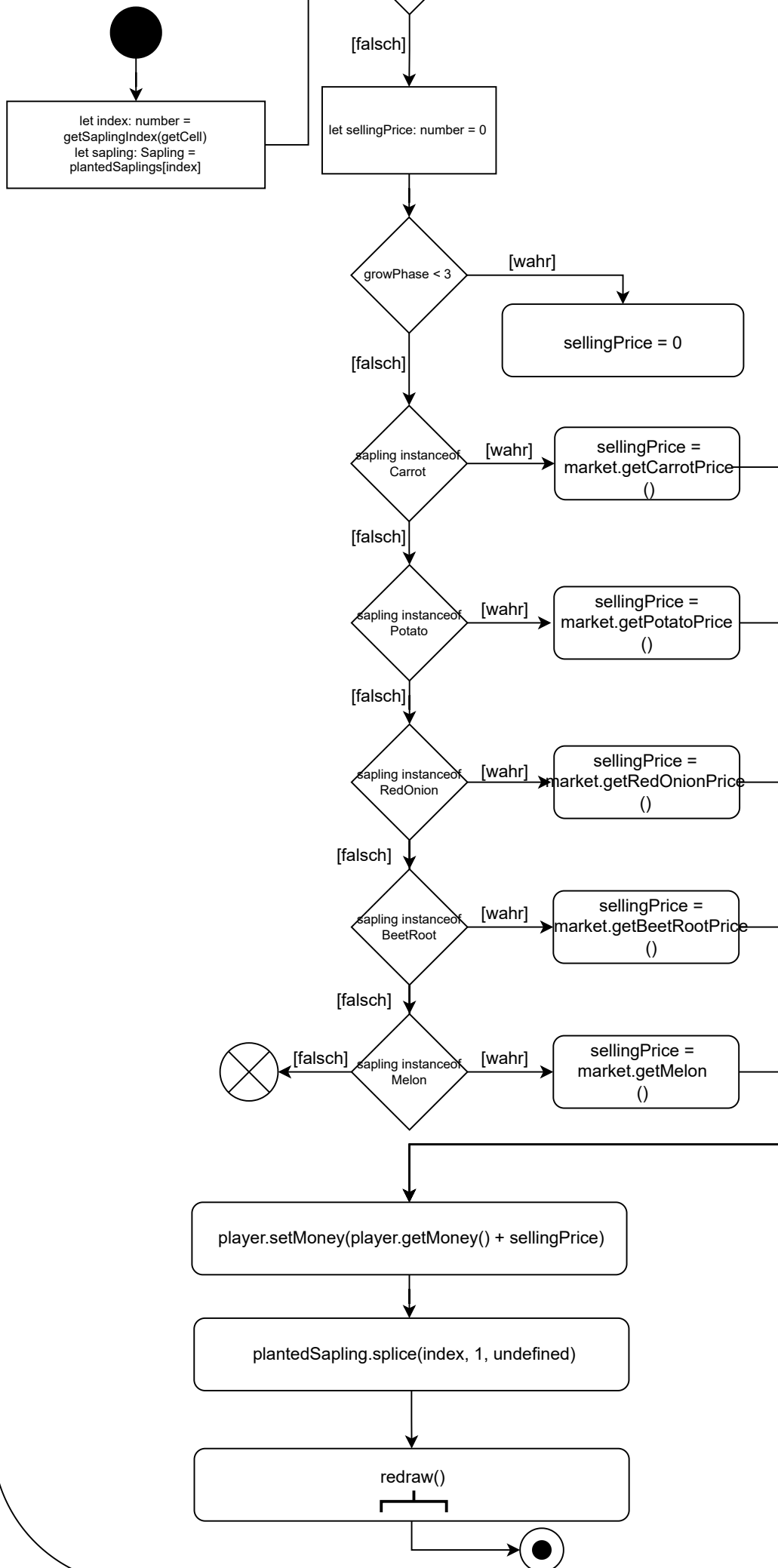




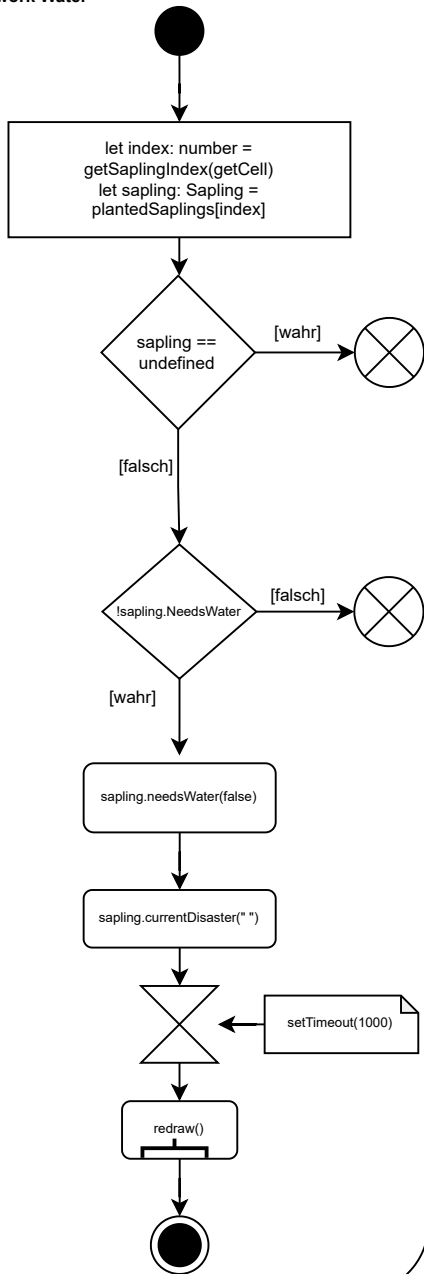
let: index: number  
let sapling: Sapling  
let sellingPrice: number



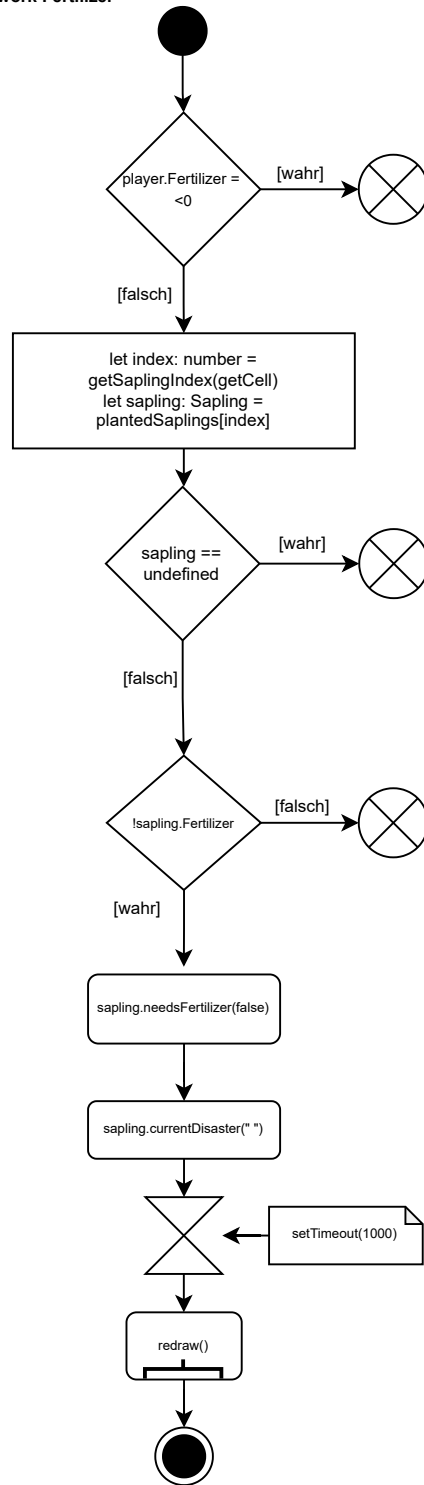
## work harvester



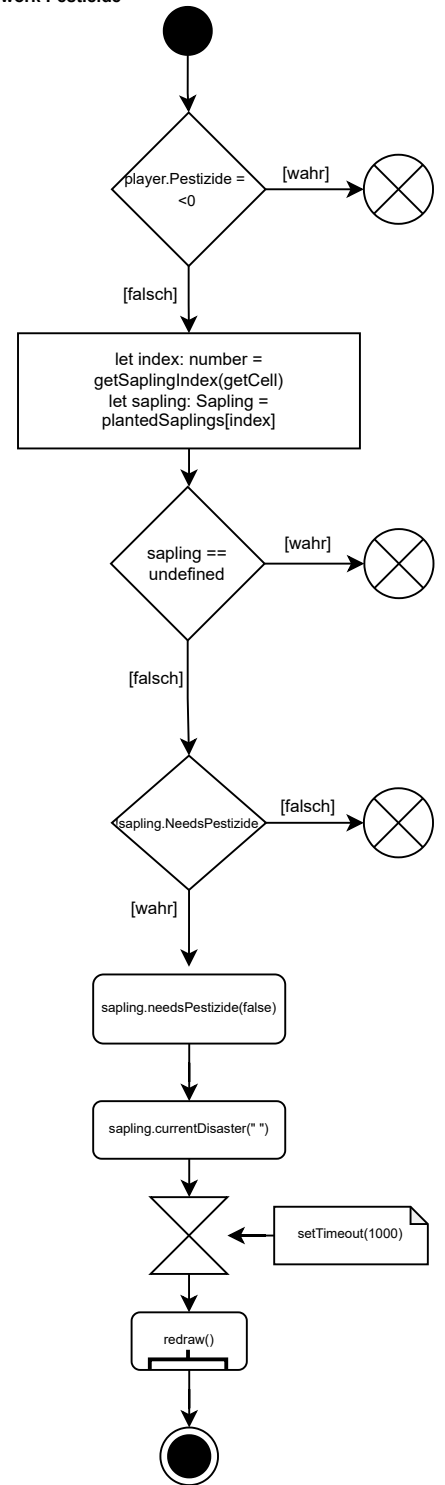
### work Water



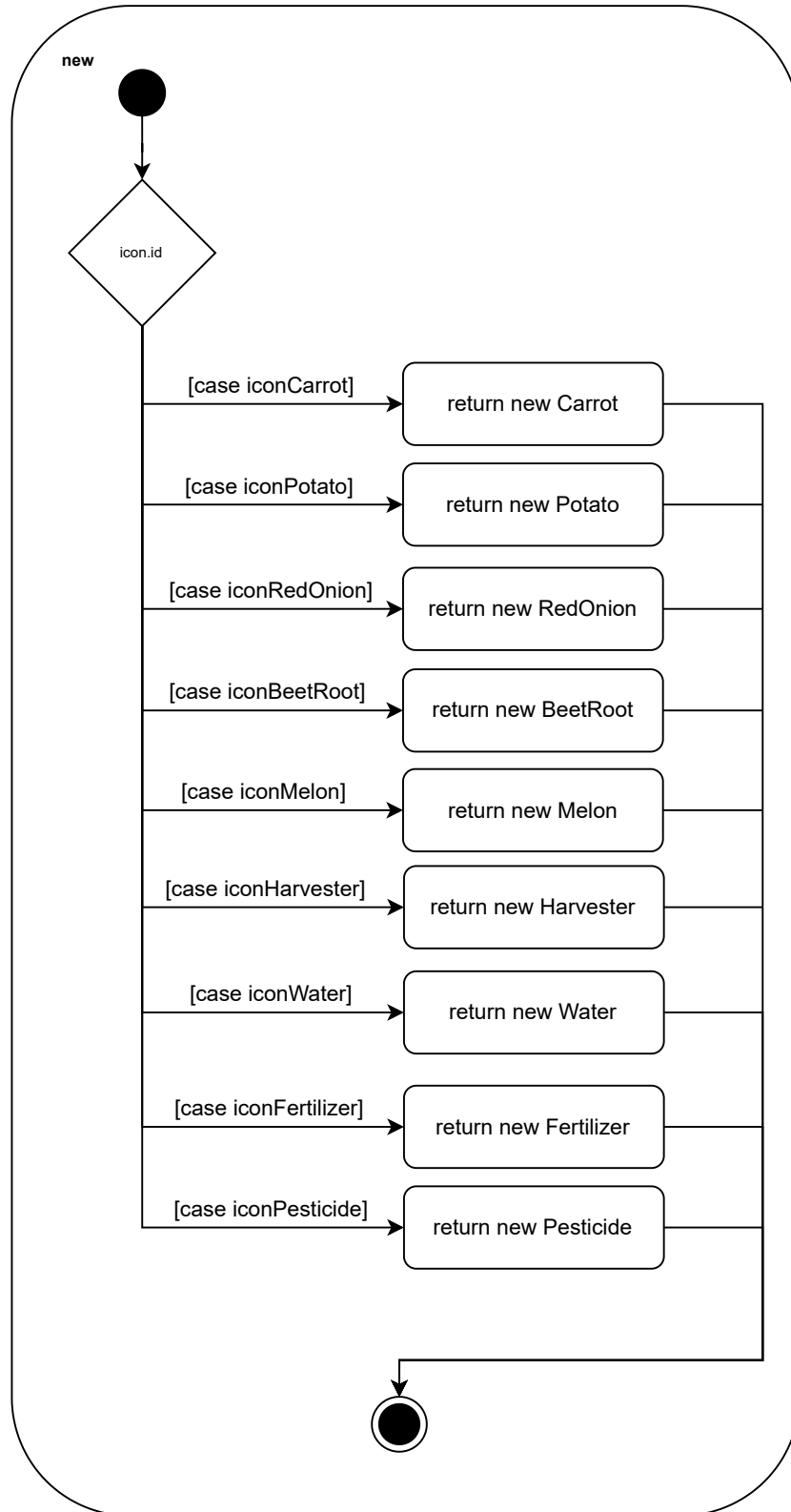
### work Fertilizer



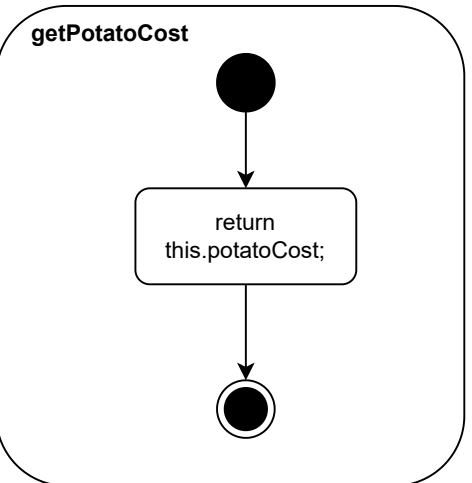
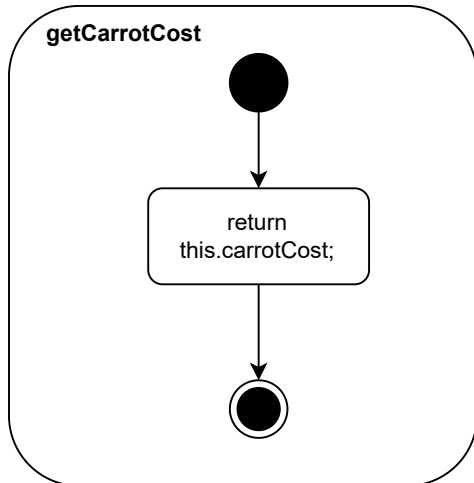
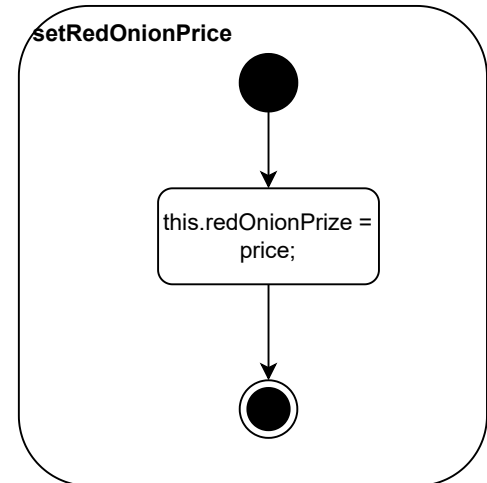
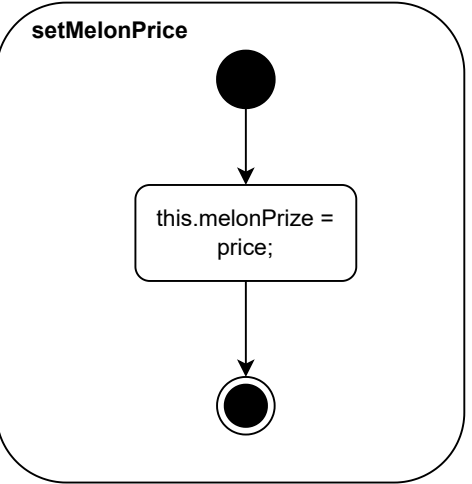
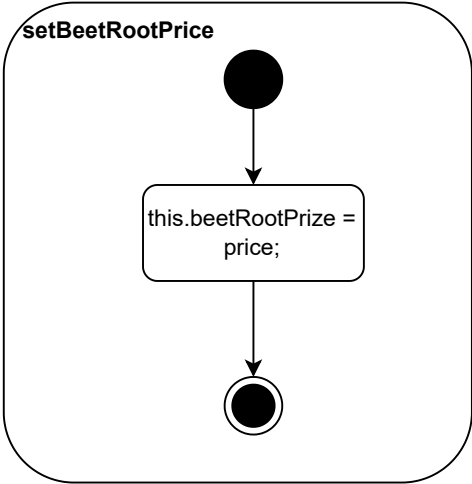
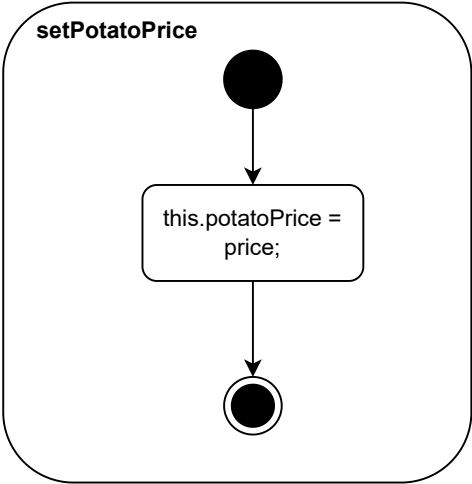
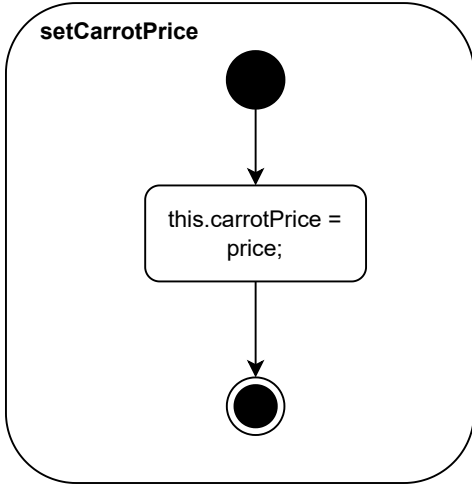
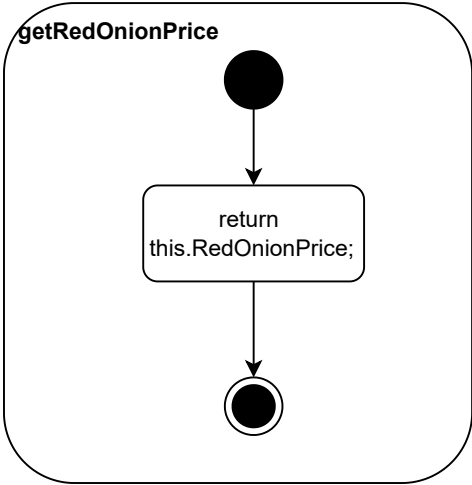
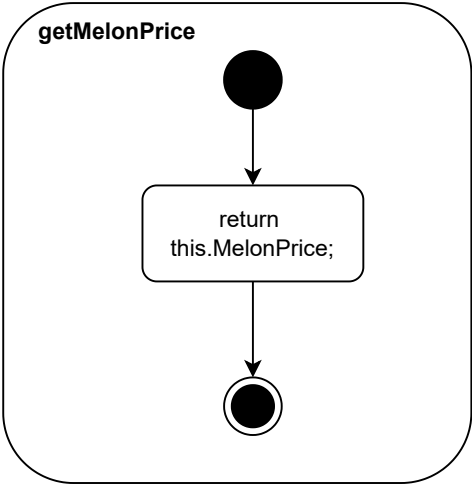
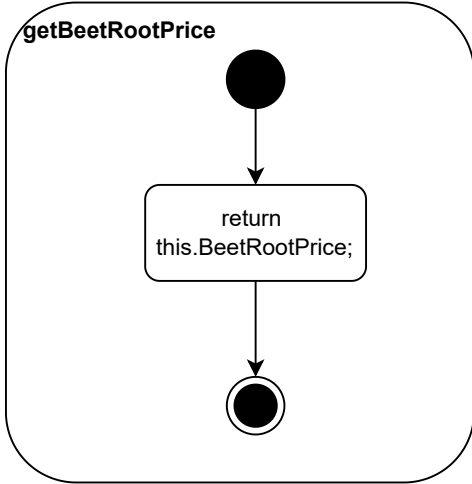
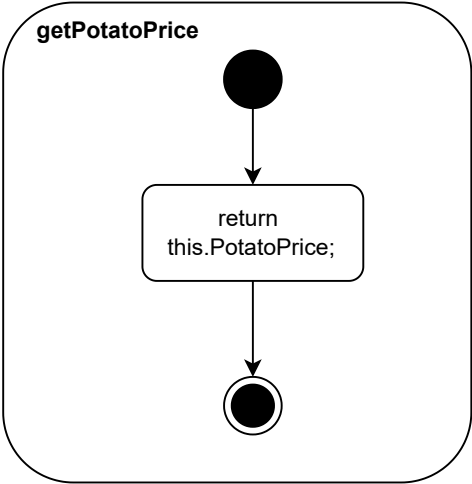
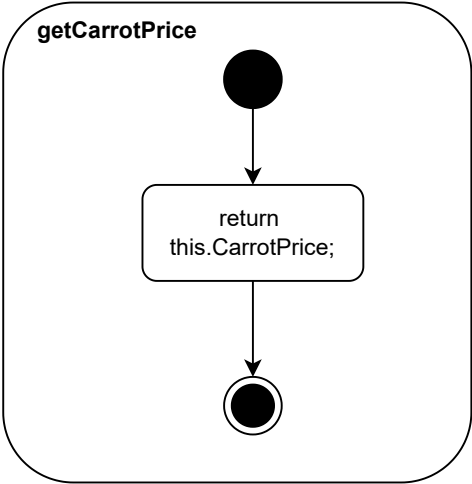
### work Pesticide



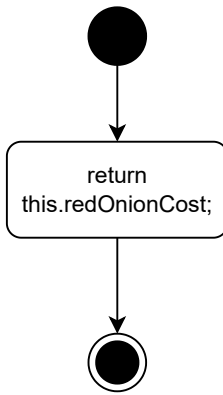




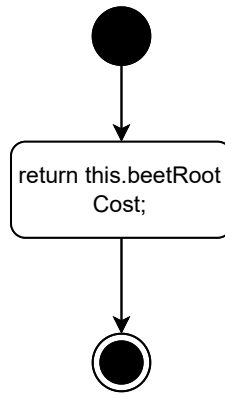
# Market



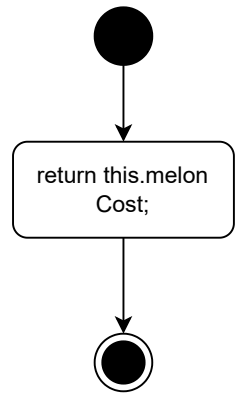
**getRedOnionCost**



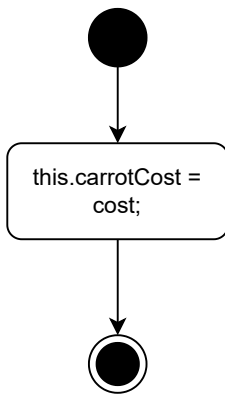
**getBeetRootCost**



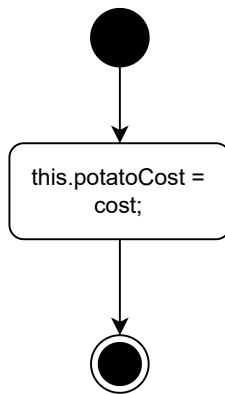
**getMelonCost**



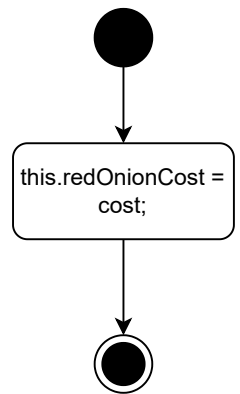
**setCarrotCost**



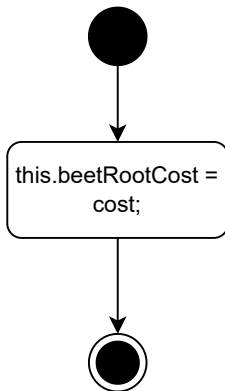
**setPotatoCost**



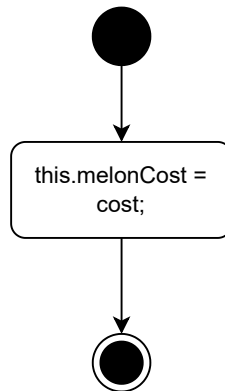
**setRedOnionCost**



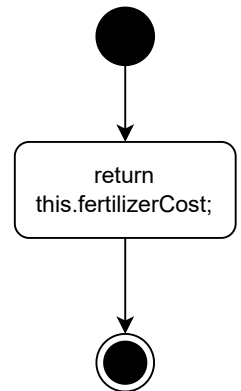
**setBeetRootCost**



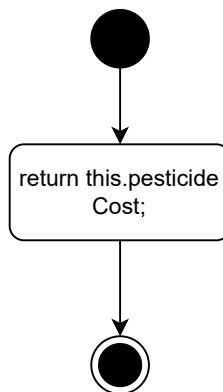
**setMelonCost**



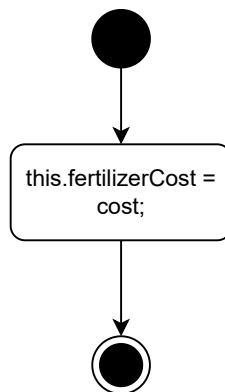
**getFertilizerCost**



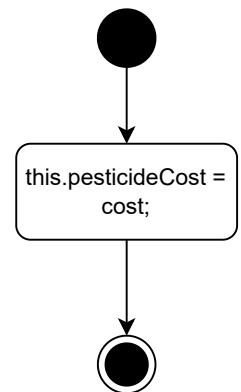
**getPesticideCost**

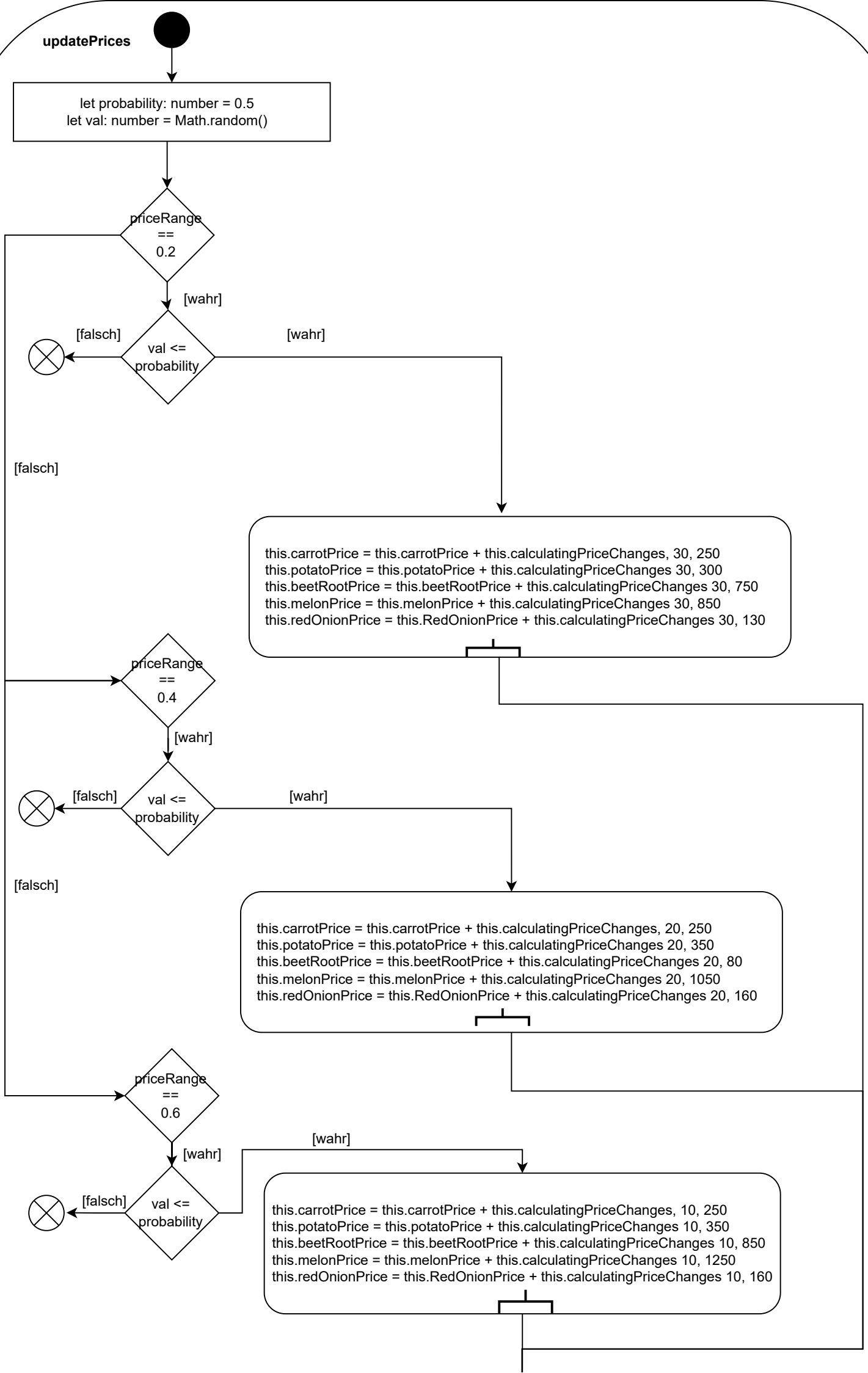


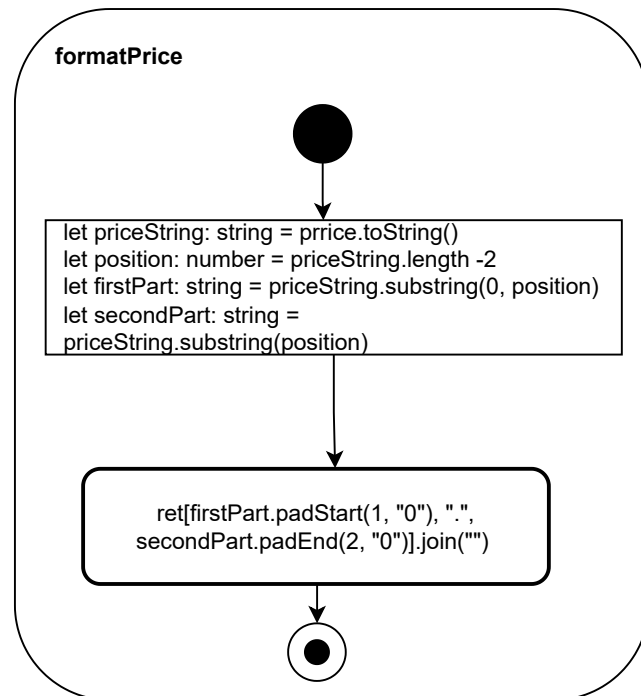
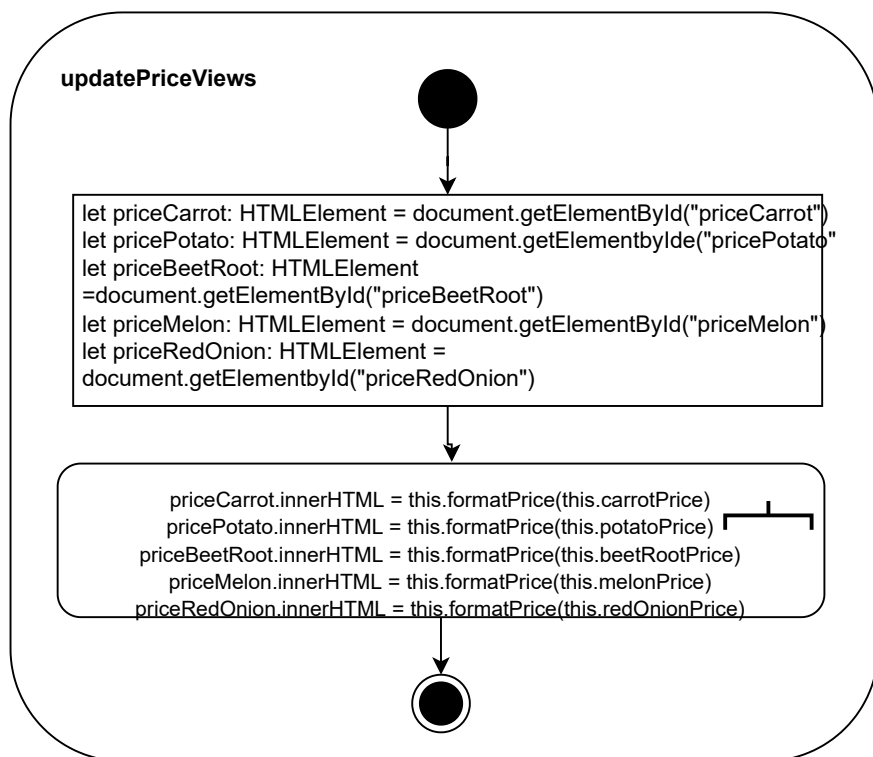
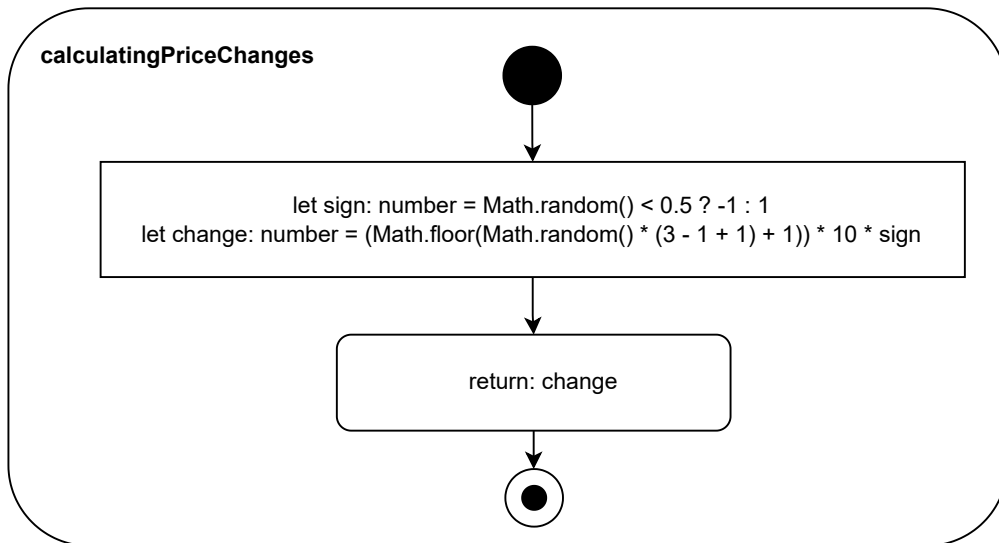
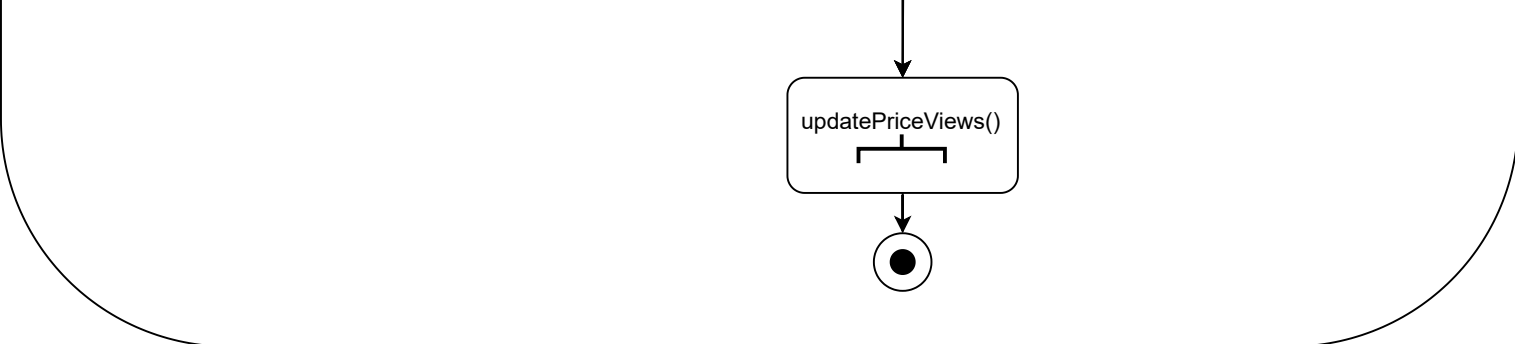
**setFertilizerCost**



**setPesticideCost**

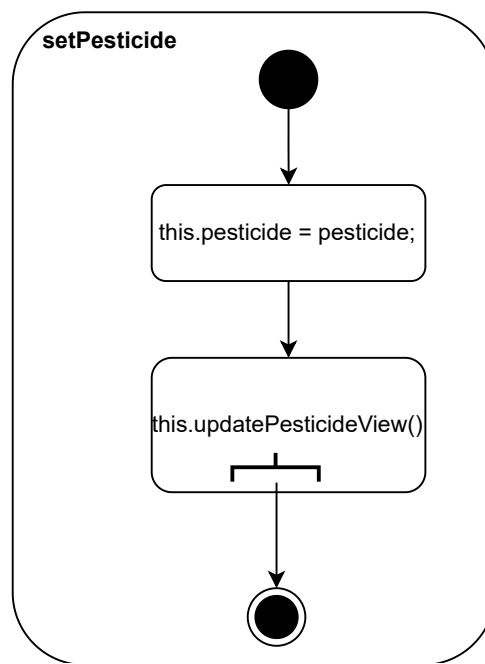
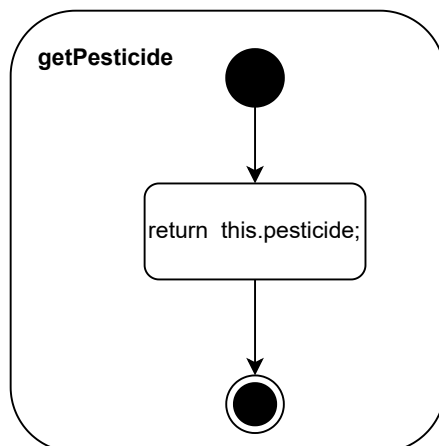
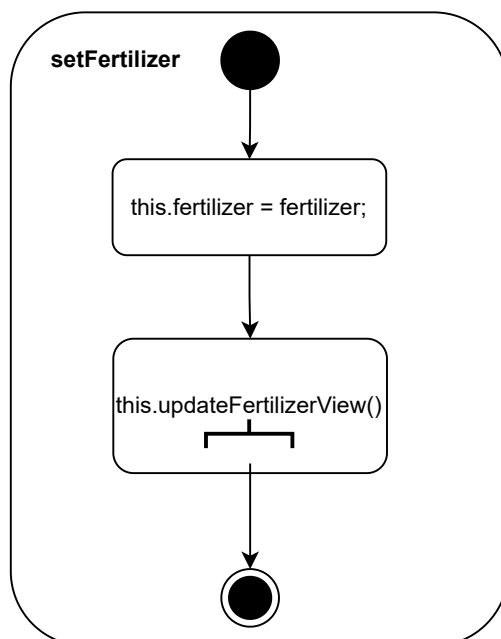
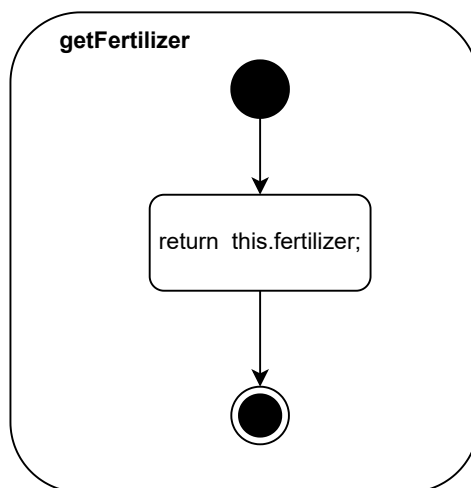
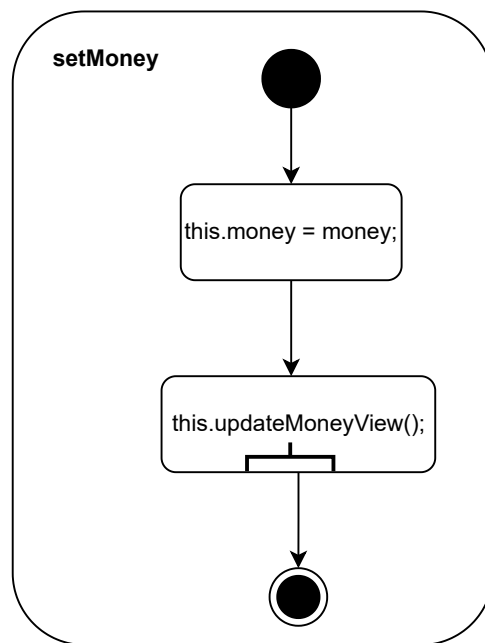
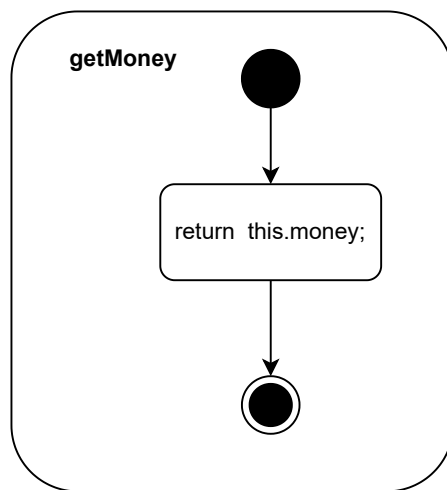


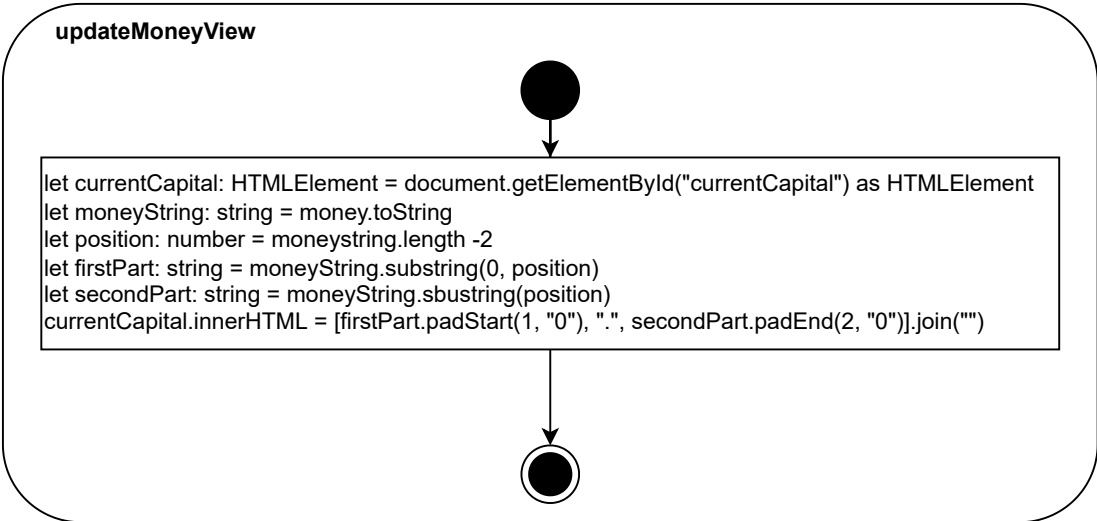
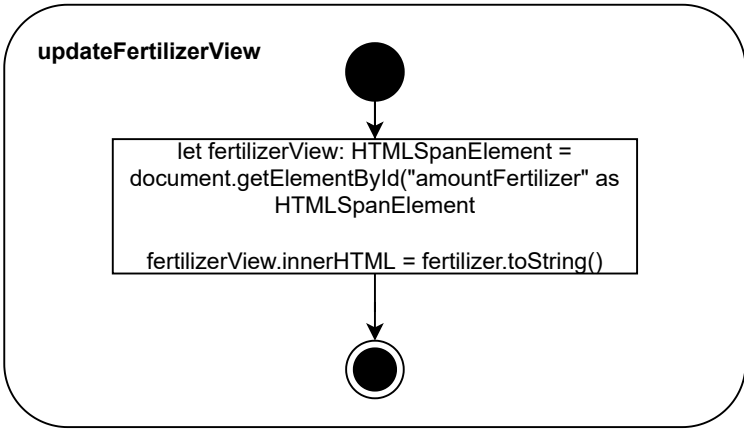
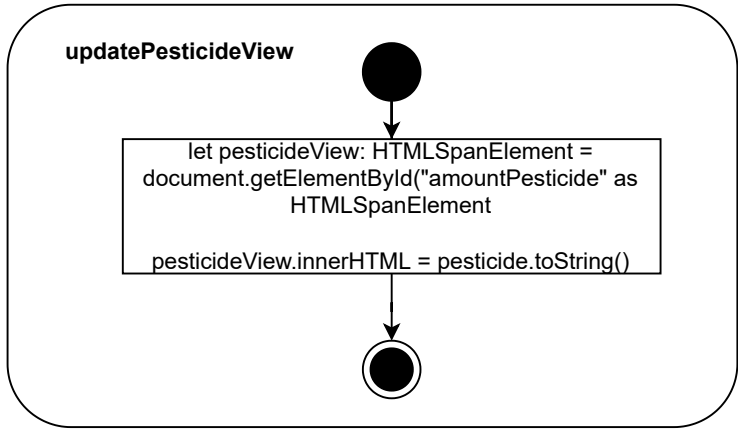




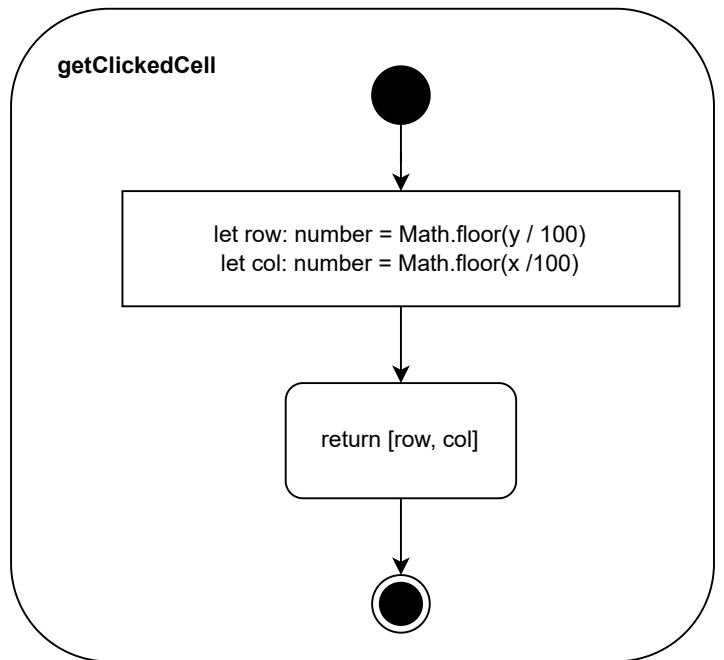
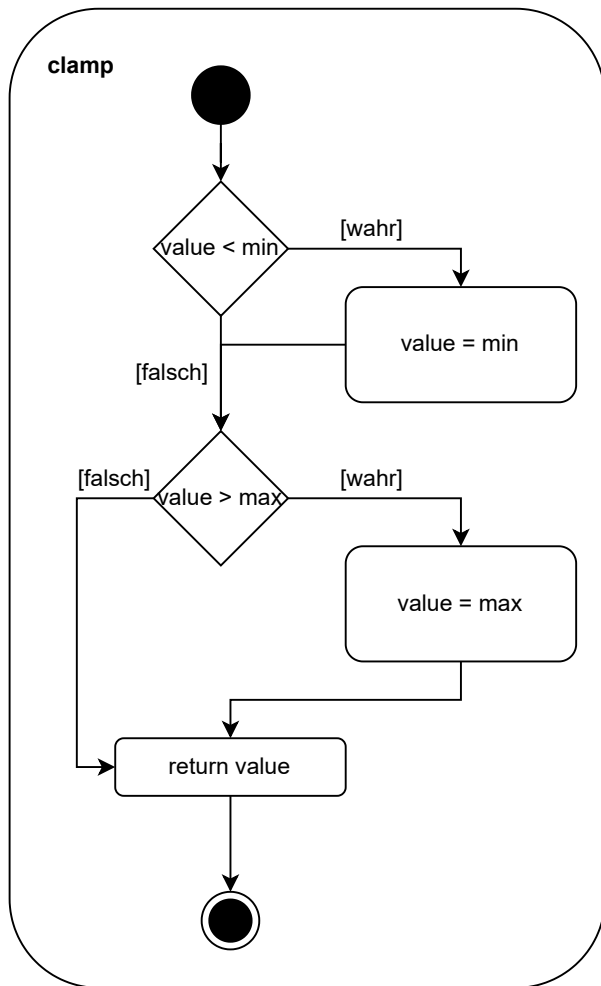


# Player





# Helper



# Fly

