1. Design (UML class diagram) and implement in C++ according to requirements

2. Asterisks (\* and \*\*) mark optional requirements

3. UML class diagram shall be provided in graphical format in order to avoid tool incompatibilities.

4. If you think something is missing or not clear, implement it in a reasonable way

5. Work as though it is your idea. Imagine you wanted to create this program!

6. If some of optionals (\* and \*\*) are designed, it is a plus. The same applies to expected changes.

7. Enjoy!

UPDATE: Here I will be adding a little hints for those of you who don't have idea how to start:

1. Start with a Field that "has-a" terrain (matrix, 2D array) of Cells, and each Cell "has a" certain quantity of Grass...

2. About the last lecture that we missed, no material from it will be needed for your homeworks. Neither Singleton nor Observer are necessary, and creating your own templates is not required, either.