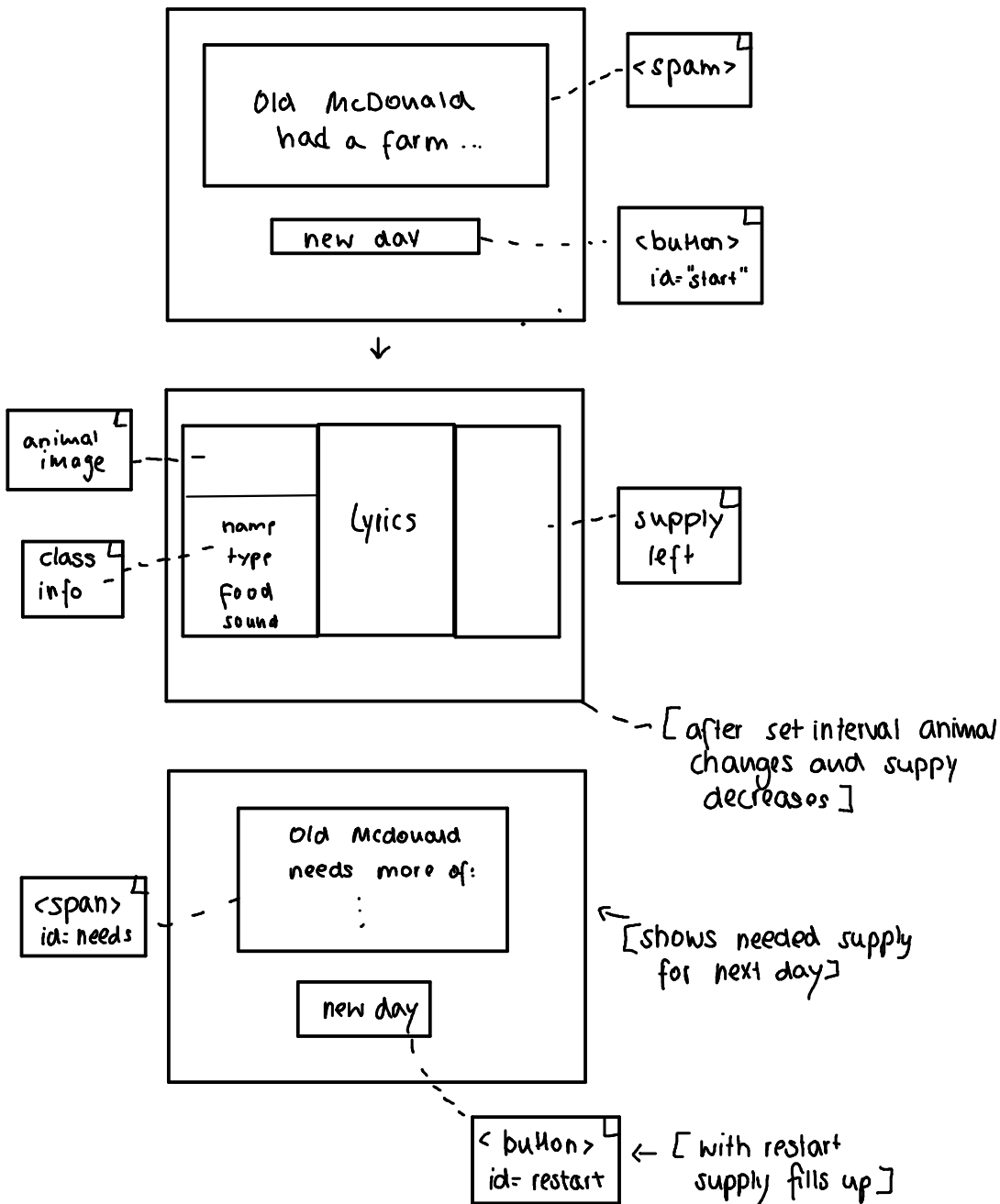
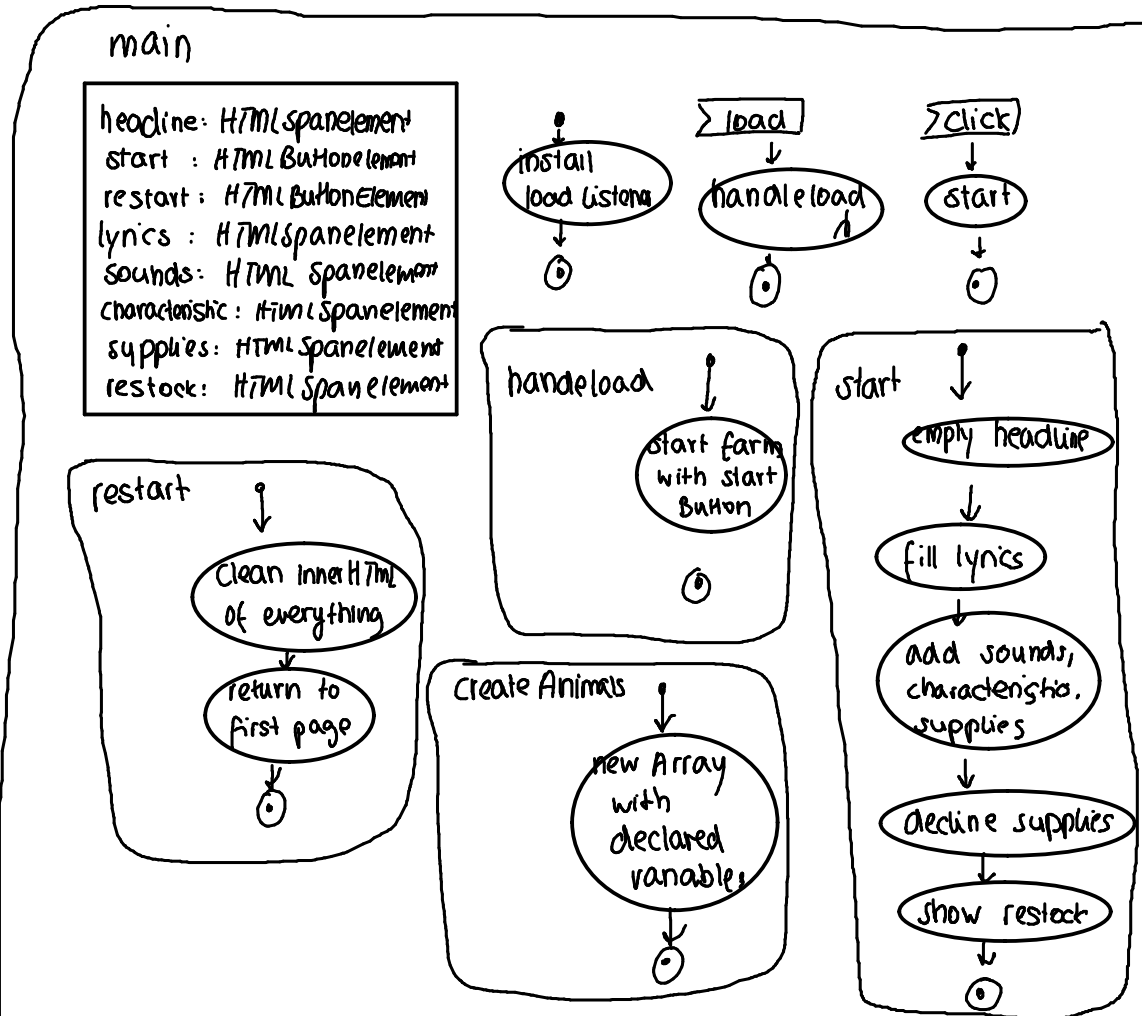
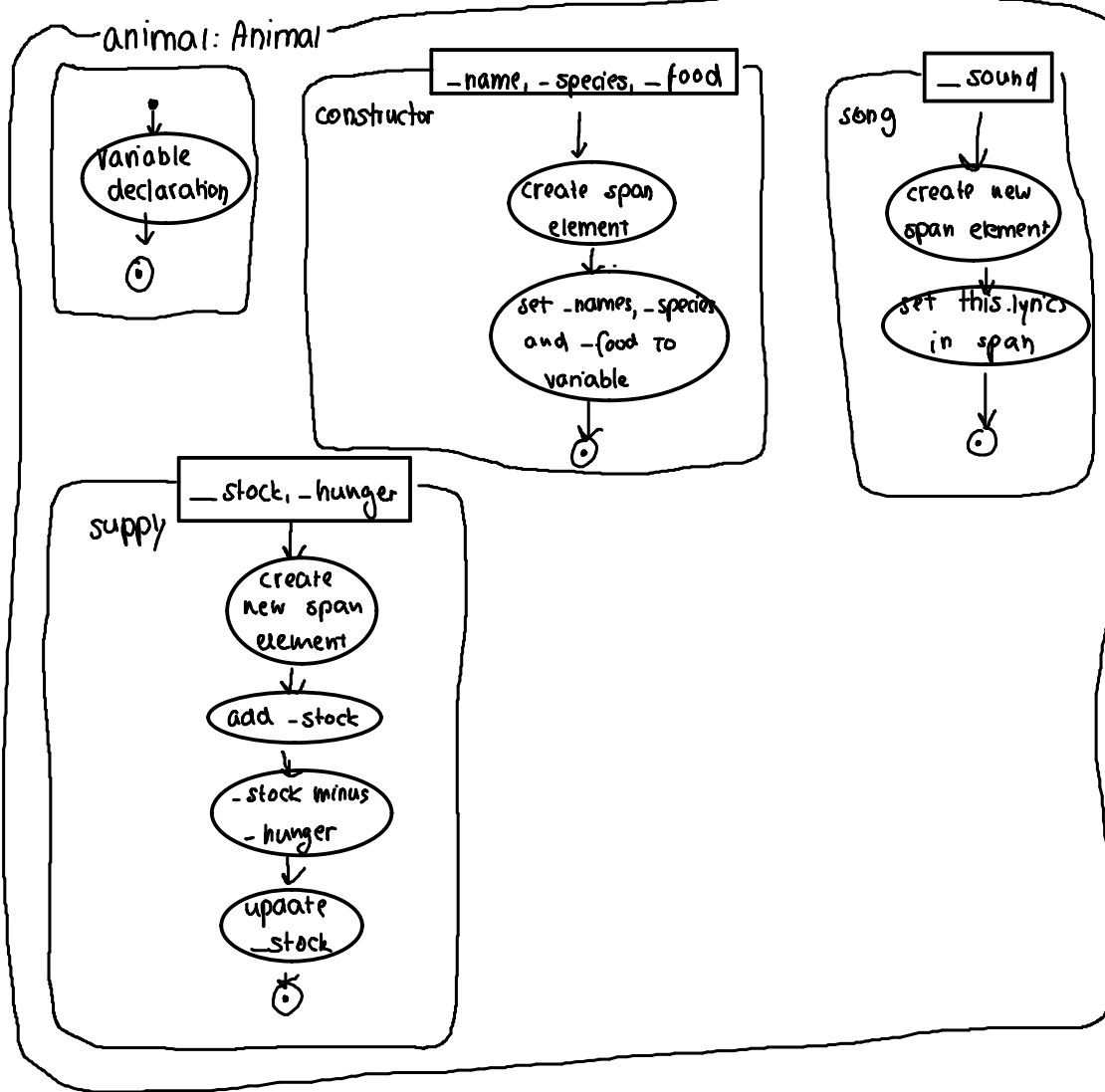
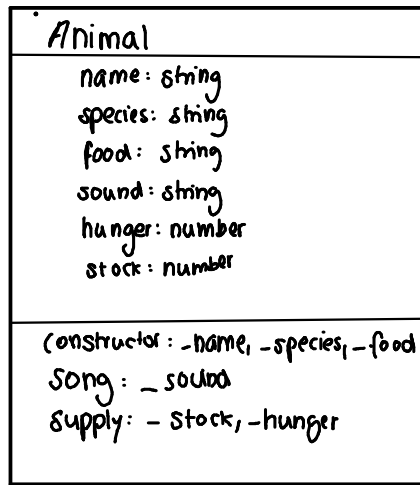


UI - Scribble

Startbildschirm



Activity - Diagram #1

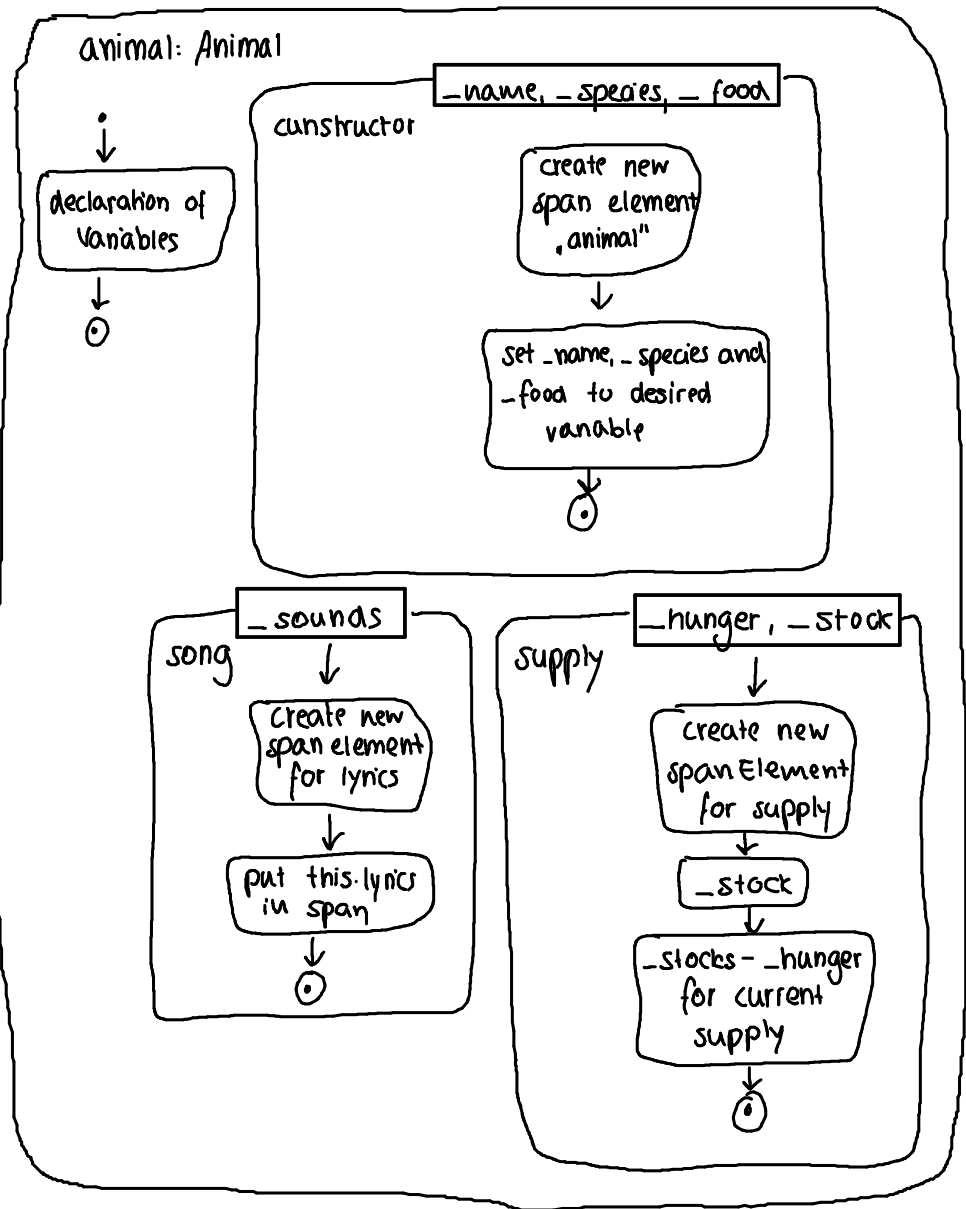


Activity - Diagram #2

Animal

name : string
species : string
food : string
sound : string
hunger : number
stock : number

constructor: -name, -species, -food
song: -sound
supply: -hunger, -stock

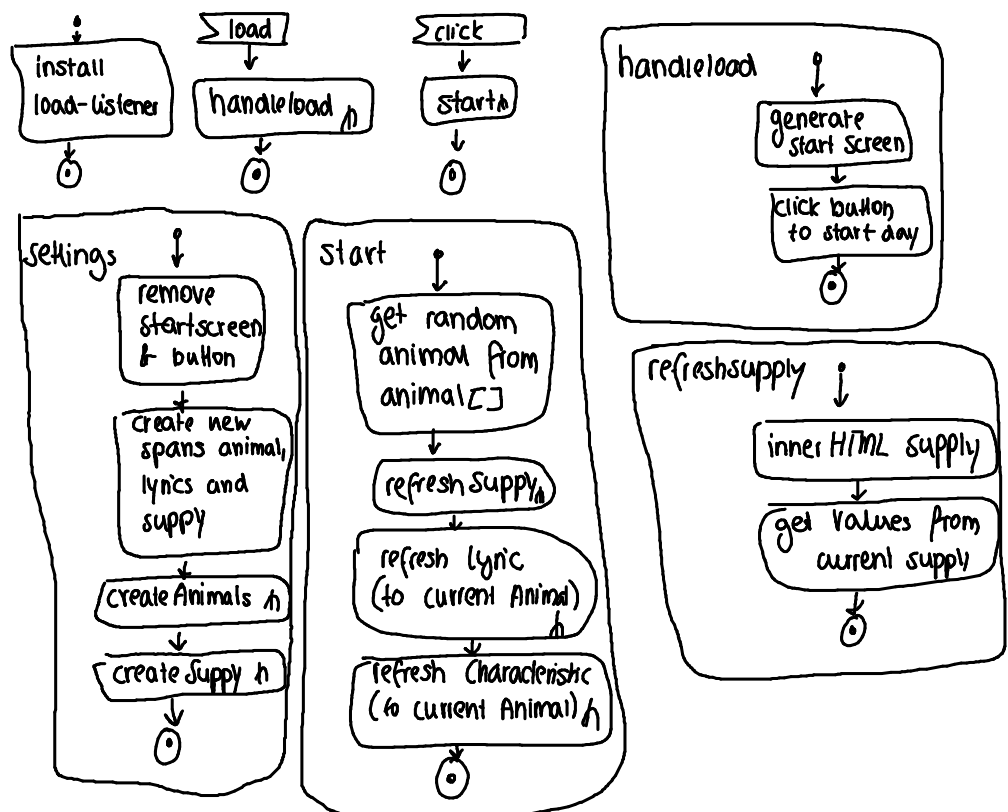


main

headline: HTMLSpanElement
start: HTMLButtonElement
restart: HTMLButtonElement
lyrics: HTMLSpanElement
sounds: HTMLSpanElement
characteristics: HTMLSpanElement
supply: HTMLSpanElement
restock: HTMLSpanElement
all Animals: []
animal: Animal

Create Supply

current supplies value



create Animals

new Array
with number of
Animal from
constructor



new Animal

refresh
innerHTML
with new
animal



every
7 sec.

refresh Characteristic

current Animal

innerHTML



get values
from current
Animal



refresh lyrics

innerHTML of
animal lyrics

get current
sound from
current.animal.lyrics



restart

clean
everything

return to
startscreen



end Day

remove
from body

create new
spans and
button

span shows
needed
restock

Button:
restart

