

// CodersWithAttitudes
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// APCS2 pd1
// Final Project -- Island Survival Game
// 2018-06-01f

ThimbleBerry

Instance Variables

- double nutrients
- boolean edible(yes)

Plant (abstract)

Instance Variables

- boolean alive
- double nutrients
- boolean edible

Methods

- photosynthesize()
- + getAlive()

ThimbleBush

Instance Variables

- boolean alive
- double growRate
- boolean edible(no)
- Queue thimbleBerries

Methods

- photosynthesize()
- + getAlive()
- + isEdible()

Tree

Instance Variables

- boolean alive
- double height
- double growRate
- boolean edible (no)
- Queue barks

Methods

- photosynthesize()
- + getAlive()
- + isEdible()

Petunia

Instance Variables

- boolean alive
- double growRate
- boolean edible(no)

Methods

- photosynthesize()
- + getAlive()
- + isEdible()

Fern

Instance Variables

- boolean alive
- double nutrients
- double growRate
- boolean edible(yes)

Methods

- photosynthesize()
- + getAlive()
- + isEdible()

Mushroom

Instance Variables

- boolean alive
- double nutrients
- double growRate
- boolean edible(yes)

Methods

- photosynthesize()
- + getAlive()
- + isEdible()

GuavaTree

Instance Variables

- boolean alive
- double growRate
- boolean edible(no)

Methods

- photosynthesize()
- + getAlive()
- + isEdible()

PalmTree

Instance Variables

- boolean alive
- double growRate
- boolean edible(no)

Methods

- photosynthesize()
- + getAlive()
- + isEdible()

Leaf

Instance Variables

- boolean edible(no)

Resources :
Palm Leaves
Bark
Fruits:
Guava
Coconut
ThimbleBerries
Edible Plants:
Mushroom
Fern

PalmLeaf

Instance Variables

- boolean edible(no)

Bark

Instance Variables

- boolean edible(no)

Guava

Instance Variables

- double nutrients
- boolean edible(yes)

Coconut

Instance Variables

- double nutrients
- boolean edible(yes)

Animal (abstract)

Instance Variables

- double nutrients
- double life

Methods

- void attack()
- + double getLife()

Frog

Instance Variables

- double nutrients
- double life
- boolean edible

Methods

- + void attack()
- + double getLife()

Turkey

Instance Variables

- double life
- double nutrients
- boolean edible

Methods

- + void attack()
- + double getLife()
- + void fly()

Fish

Instance Variables

- double life
- double nutrients
- boolean edible

Methods

- + void attack()
- + double getLife()

WildBoar

Instance Variables

- double life
- boolean edible
- double nutrients

Methods

- + void attack()
- + double getLife()

Fugu

Instance Variables

- double nutrients
- boolean edible
- double life

Methods

- + void attack()
- + double getLife()

Tuna

Instance Variables

- double nutrients
- boolean edible
- double life

Methods

- + void attack()
- + double getLife()

Catfish

Instance Variables

- double nutrients
- boolean edible
- double life

Methods

- + void attack()
- + double getLife()

Island

Instance Variables

- ArrayList<Animal> animals
- ArrayList<Plant> plants

Methods

+ void rain()

Player

Instance Variables

- int age
- double height
- double weight
- double life
- double health
- double maxNutri
- ItemQueue<Object> items

Methods

- + int getAge()
- + double getHeight()
- + double getWeight()
- + double getLife()
- + double getMaxNutri()
- + ItemQueue<Object> getItems()
- + void setAge(int)
- + void setHeight(double)
- + void setWeight(double)
- + void setLife(double)
- + void addItem(Object)
- + void hunt(Animal)
- + void harvest(Plant)
- + void eatAnimal()
- + void eatPlant()

Main

+ Main Method