<http://www.cosc.canterbury.ac.nz/greg.ewing/python/Albow/> //library voor 2d, pygame kan ook

Klassen Diagram:

Class Window

* Everything about the view

Class Universe

* Int Age
* Collection<CelestialSphere> planets;
* Planet OrganismPlanet
* Organism organism
* Method RandomEvent(Int LastOne)//parameter: how many turns have passed since last disaster
* Method Draw()
* Method MoveOne()//moves everything one turn

Class CelestialSphere <<abstract>>:

* Int Mass
* Int Radius
* Int Age
* Int X
* Int Y
* Method MoveOn(Int Years) = 0// move further in simulation
* Method ApplyGravity() //moves the planets
* Method CheckCollision() //when colliding change factors like amount

Class Star extends CelestialSphere:

* Int YearsTillDeath
* Double SizeEnlargementPTU //PerTimeUnit
* Method MoveOn(Int Years)

Class Planet extends CelestialSphere:

* Double Landmass
* Double DrinkableWater // sustainability
* Double UsableOxygen // sustainability
* Double FoodPerOrganism// sustainability, could also be food in total
* Double DesertSurface //or unliveable in the beginning
* Double ForestSurface // capability to regenerate oxygen
* Int AverageTemperature
* Method MoveOn(Int Years)

Class Meteoroid extends CelestialSphere :

* Double BeginSpeed

Class Organism:

//none have a type yet, since that is a little vague

* AstronomyLevel //about how much they know about themselves and the universe
* Agriculture // ability to use food more efficiently
* Architecture // helps against random events like storms
* MedicalScience //how healthy, or how good life is going or school etc
* Happiness// when negative, others will go down
* Planet Earth //reference to planet where they are living on
* Int Population() // idea: split it up => disaster a gender is underpopulated
* Method changeRecourses() // calculate the change of everything with the last ones