

Klassendiagramm

Shop
canvasScaleFactor:
draw(): void buy(): void

Prices
this.plant.price: plant canvasScaleFactor: number
priceUpdtae(): void draw(): void

Player
money: number fertilizer: number pesticides: number seeds: seedsArray
fertilizer(): void water(): void pesticides(): void harvest(): void plant(): void

Field
row: number column: number colour: string empty: boolean plant: Plant
constructor (_row: number _column: number, draw(): void)

Bug
type: string colour: string row: number column: number
constructor(_type: string, _colour: string _row: number, _column: number, draw():void)

Inventory
canvasScaleFactor: number this.plant.inStock: number
draw(): void inventoryUpdate(): void