Crew member

- health   100% by default
- hunger level
- tiredness (fatigue)
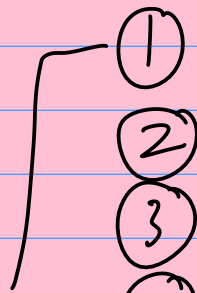- name

when
health reach 0%
remove from
crew.

- actions — num of actions left.
+ pilotship (Crew Member copilot)
+ useMedicalSupply (medSupply item)
+ feed (Food item)
+ sleep ()
+ repairShield ()
+ searchPlanet () — checks if still has actions.
+ canWork ()

some function that degrades health, hunger level
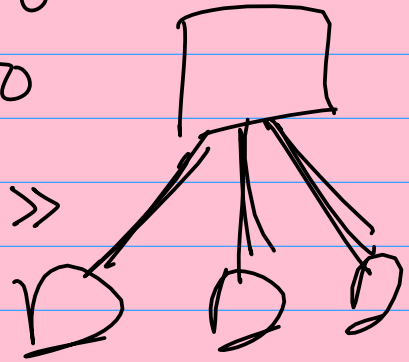and fatigue (suggest function name)

① ② ③ ④ ⑤ ⑥

tsdo: crew member types ⑤
⌐ use inheritance ⑥

RandomEvents

alien pirates	0 – 32
space plague	33 – 66
asteroid belt	67 – 100

probably implements interface << suggest name >>

+getRandomEvent() — String — Roll a random number from 0 to 100, returns string of event

UML Diagram.

Intro.java

+ pickCrewMembers()

+ nameShip()

+ startGame()

Game.java

+ viewCrewStatus()

+ viewSpaceshipStatus()

+ VisitOutpost()

+ endDay() — anytime

Outost.java

+ viewObjects()

+ showPlayerInf()

+ purchaseItems()

Crew.java

− medicalItems[]

− food[]

− money

+ getMoney()

+ getItems()

price   name   dept

$ ___   D _____

$ ___   2 _____

$ ___   2 _____   ___

$ ___   D _____

       D _____

       D _____

       D _____

       D _____

$ |_____ D ___| _____

$ |_____ 2 ___| ___ purchase