

Point
- coords: double[]
+ getCoords(): double[]

Position
- point: Point
+ getPosition(): Point

Area
- points: Point[]
+ getArea(): Points[]

Entity
- name: String - position: Position - isMovable: boolean
+ getName(): String + getPosition(): Position + move(position: Position): void + makeSound(): void

Thing

Person
- age: int - cash: int - job: Business - businesses: Business[] - anxiety: int
+ getAge(): int + getCash(): int + getJob(): Business + getBusinesses(): Business[]

Vehicle
- tankSize: int - seatsCnt: int - storageSize: int - storage: Thing[] - persons: Person[]
+ start(): void + stop(): void + load(things: Thing[]): void + unload(): Thing[]

Room
- persons: Person[] - things: Thing[]
+ getPersons(): Person[] + getThings(): Thing[] + setPersons(persons: Person[]): void + setThings(things: Thing[]): void

Street
- things: Thing[]
+ getThings(): Thing[] + setThings(things: Thing[]): void

Family
- persons: Person[] - place: Place
+ getPlace(): Place + getPersons(): Person[] + setPersons(persons: Person[]): void + moveTo(place: Place): void

Place
- name: String
+ getName(): String + setName(name: String): void

Скиллы Элли и Гэджа: Passenger, Look, Talk, Sleep, Sit

Скиллы Черча: Look, Sleep, Sit

Скиллы Рэчел и Луис: Passenger, Look, Pay, Drink, Talk, Sleep, Sit

Скиллы Леди Крэнделл: Look, Sleep, Talk, Sit

Business
<div>- name: String - income: int - stock: int - owner: Person - employees: Person[] - employeeSalary: int</div>
<div>+ getName(): String + getIncome(): int + getStock(): int + payEmployees(): void static ProperEmployee() + checkEmployee(person: Person): bool</div>

EntrepreneurSkill (interface)
<div>+ startBusiness(name: String): Business + investInBusiness(name: String, cash: int) + closeBusiness(name: String) + hireForBusiness(person: Person) + getBusinesses(): Business[]</div>

WorkerSkill (interface)
<div>+ receivePaycheck(): void + applyForJob(): void</div>

DriveSkill (interface)
<div>+ driveTo(vehicle: Vehicle, position: Position): void</div>

PassengerSkill (interface)
<div>+ sitInVehicle(vehicle: Vehicle): void</div>

LookSkill (interface)
<div>+ look(position: Position): void + stare(position: Position): void + wonder(): void</div>

TalkSkill (interface)
<div>+ talk(person: Person): void</div>

PaySkill (interface)
<div>+ pay(person: Person, cash: int): void</div>

DrinkSkill (interface)
<div>+ drink(): void + drinkWith(person: Person): void</div>

SleepSkill (interface)
<div>+ sleep(): void</div>

SitSkill (interface)
<div>+ sit(): void</div>

SmokeSkill (interface)
<div>+ smoke(): void</div>