AllBread (Jacc Chen, Ivina Wang, and Samantha Hua)
APCS
FP: Show Us What You Got
2022-01-18
Time spent: 1.5h

Location

protected static String choice
   -   static ArrayList<String> inventory
   -   Static Scanner scanner

+   void inventory()

Bakery
-   static ArrayList<String> inventory   -   Static Scanner scanner
+   void leave() +   void talktoBaker() +   void recieveCake() +   void bakery()

Home
–   Scanner scanner   –   static ArrayList<String> inventory
+   void talkToGrandma() +   void leave() +   static void home()

Barn

–   Scanner scanner
   –   static ArrayList<String> inventory
   –   Comparable randNum

+   void playGame() +   addEggsAndMilk() +   void leave()

+	void barn()

RoseGarden

−	private Scanner scanner
−	static ArrayList<String> inventory

+	void addFlower()
+	void leave()
+	void roseGarden()

ConvenienceStore

−	Scanner scanner
−	static ArrayList<String> inventory

+	void exchange()
+	void leave()
+	void convenienceStore()
+	void talkToIven()

FarmerStand

−	Scanner scanner
−	static ArrayList<String> inventory
−	ArrayList<String> word1
−	ArrayList<String> word2
−	ArrayList<String> word3
−	ArrayList<String> word4

+	void recieveWheat()
+	void talkToPeng()
+	void unscrambleWord()
+	void leave()
+	void stand()
+	void word1()
+	void word2()
+	void word3()
+	void word4()

Woo

−	Scanner scanner

–   static ArrayList<String> inventory –   int choice
+   void newGame() +   static ArrayList<String> getInventory()