

Feature

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-int pos\_x;  
-int pos\_y;  
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+void Disappear();  
+void Spawn(int x, int y);

Double\_Acorn

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-int totNum\_of\_a;  
+int points;  
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+void totNum\_counterA();

Acorn

-----  
-int totNum\_of\_a;  
+int point;  
-----

+void totNum\_counterA();

Potato

-----  
-int totNum\_of\_P;  
+int slowdown\_percent;  
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+void totNum\_counterP();

