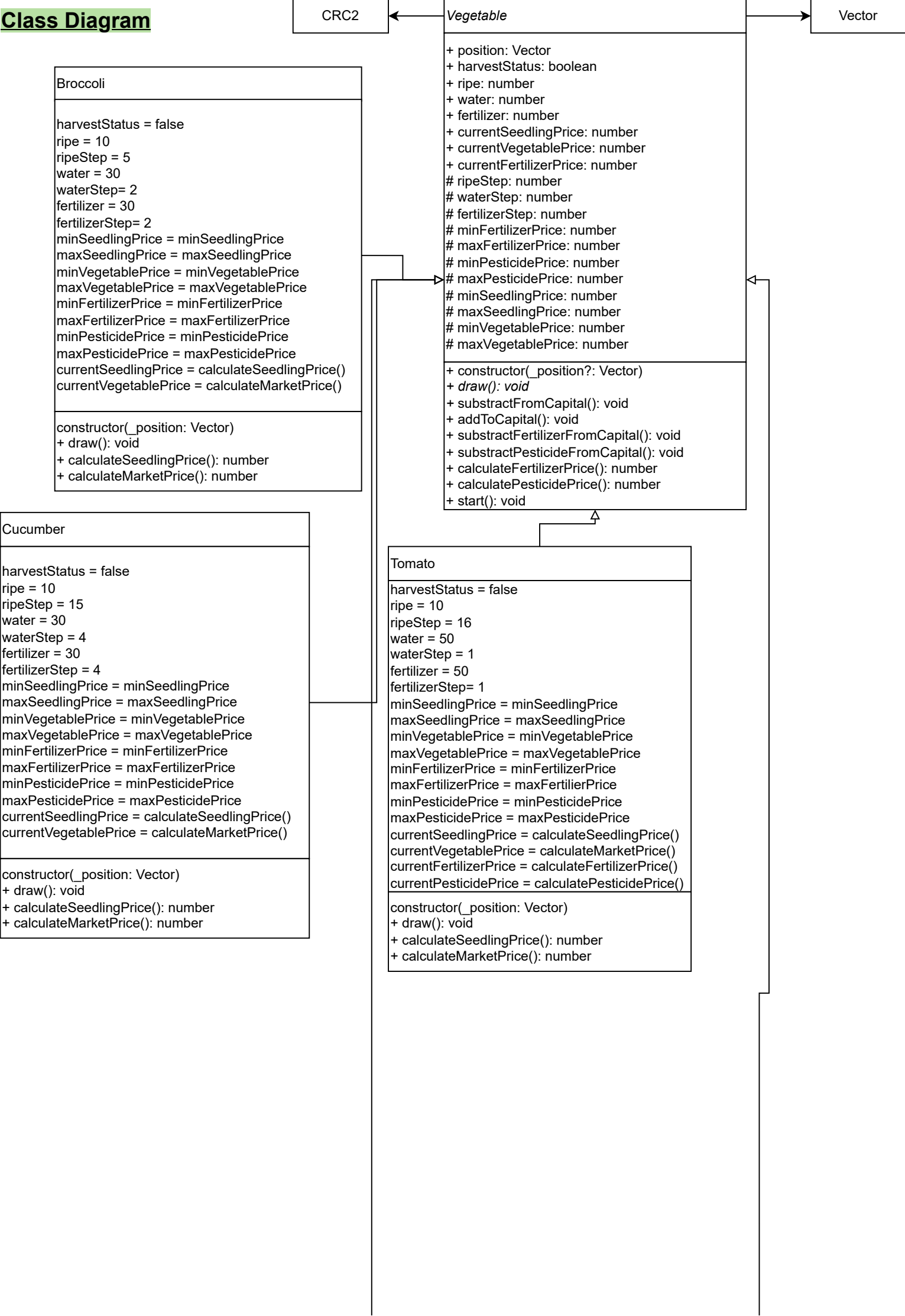


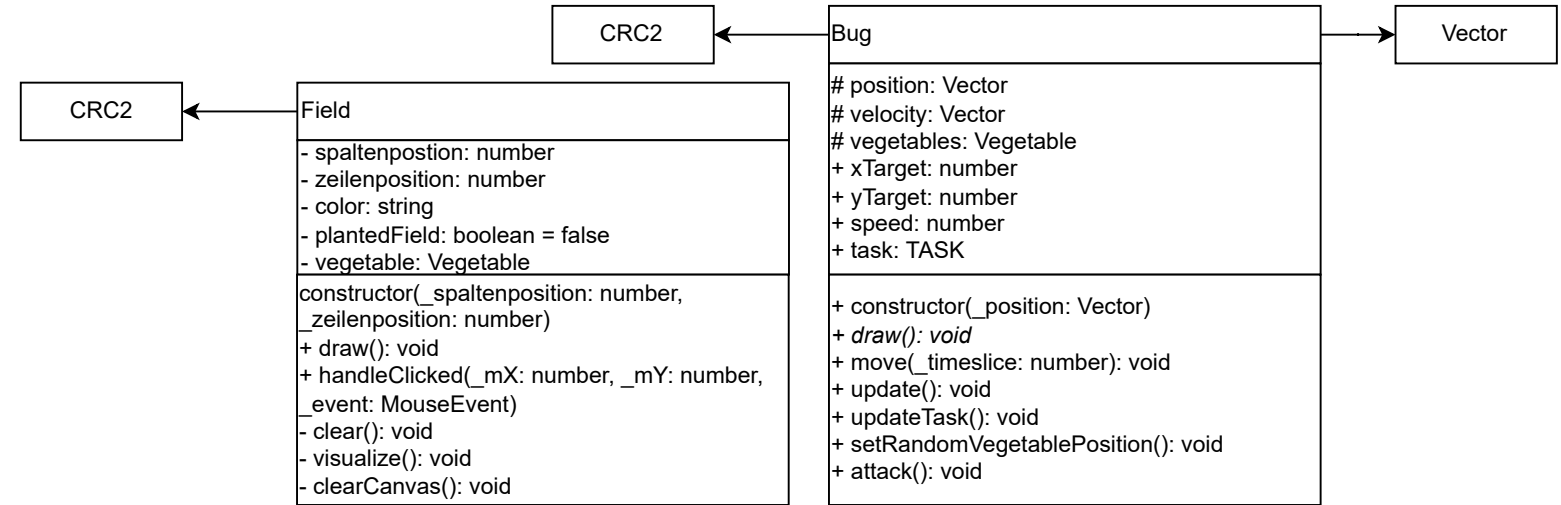
Class Diagram

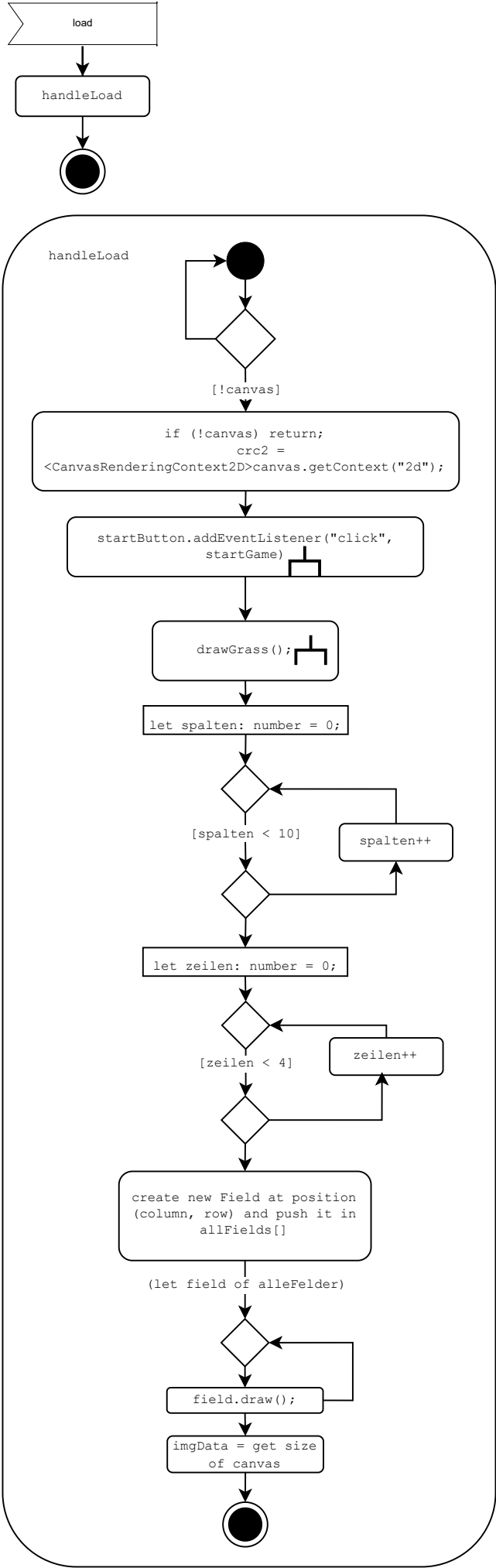


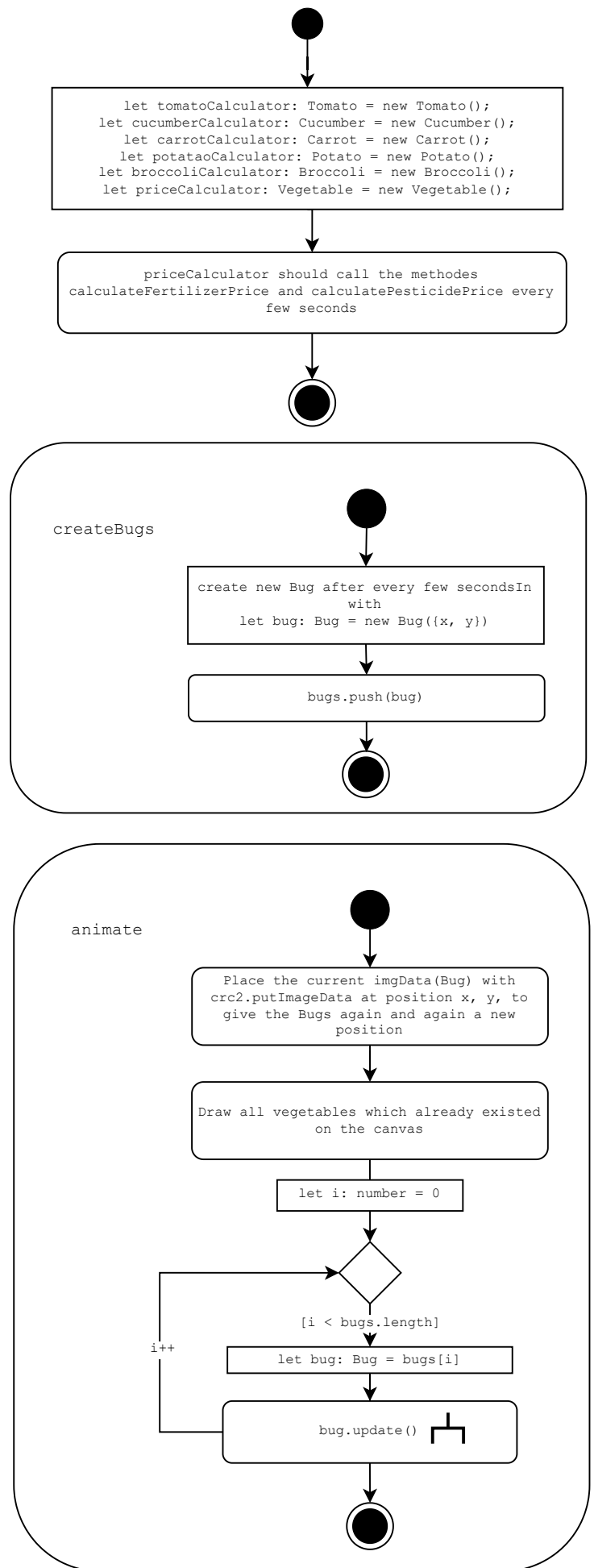
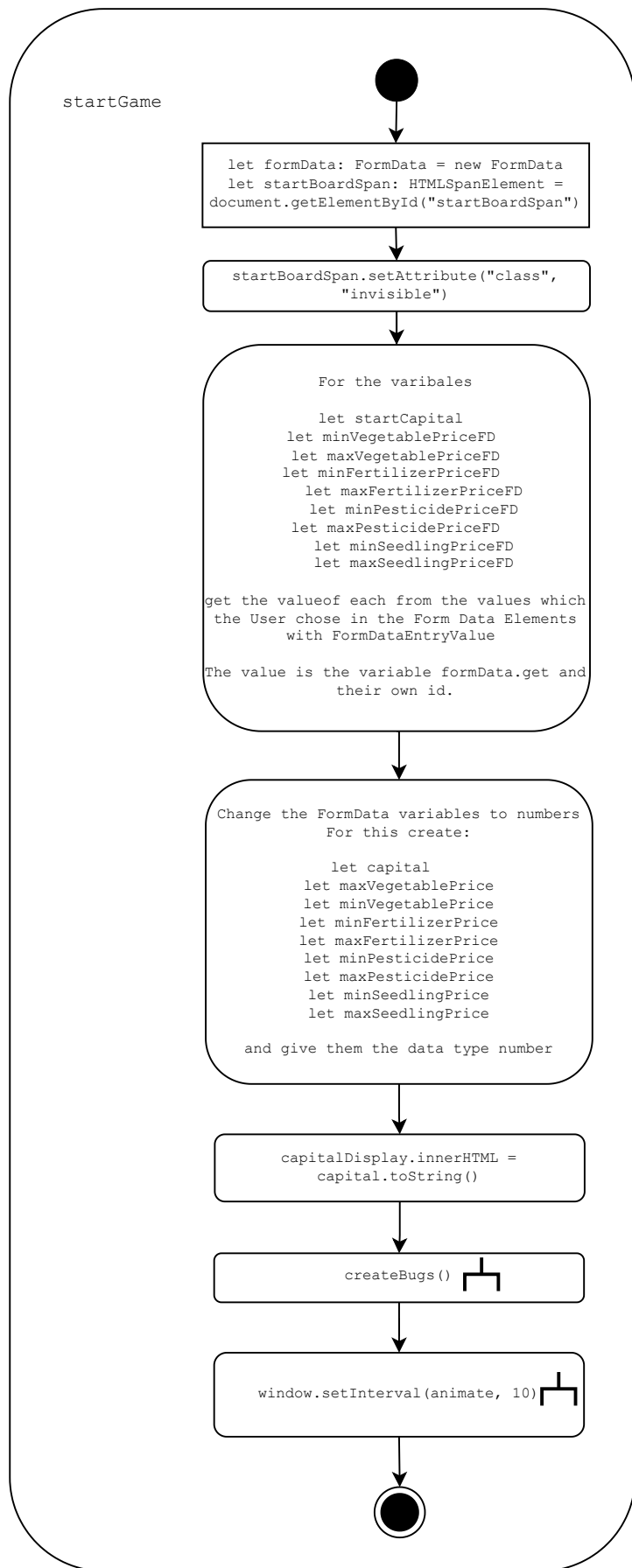
<i>Vector</i>
+ x: number + y: number
constructor(_x: number, _y: number)

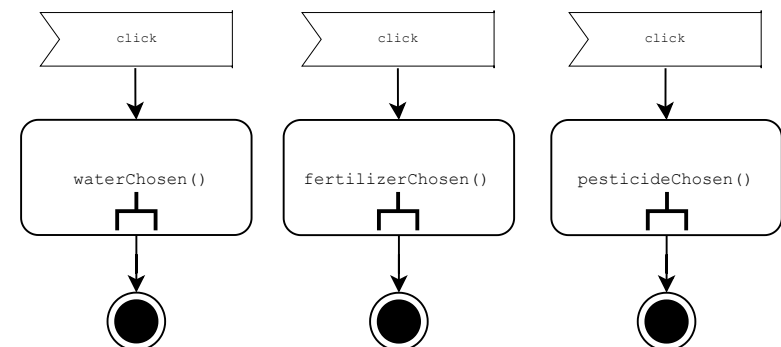
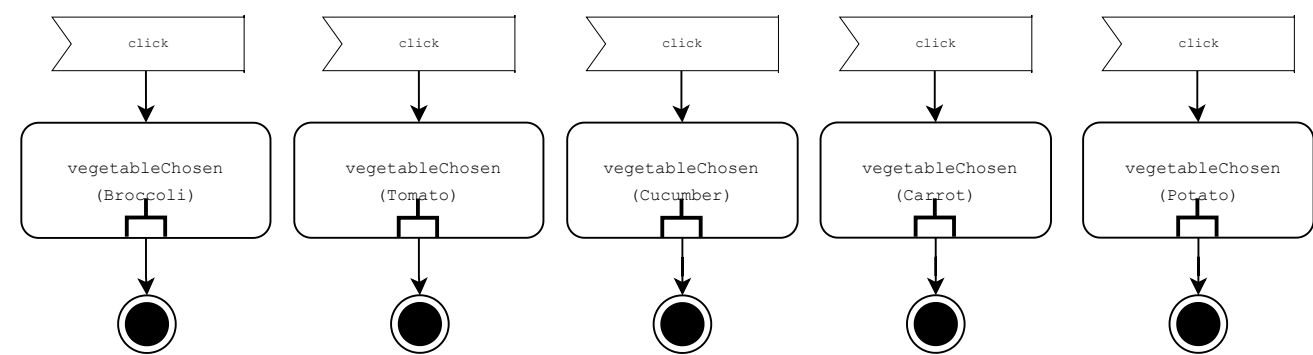
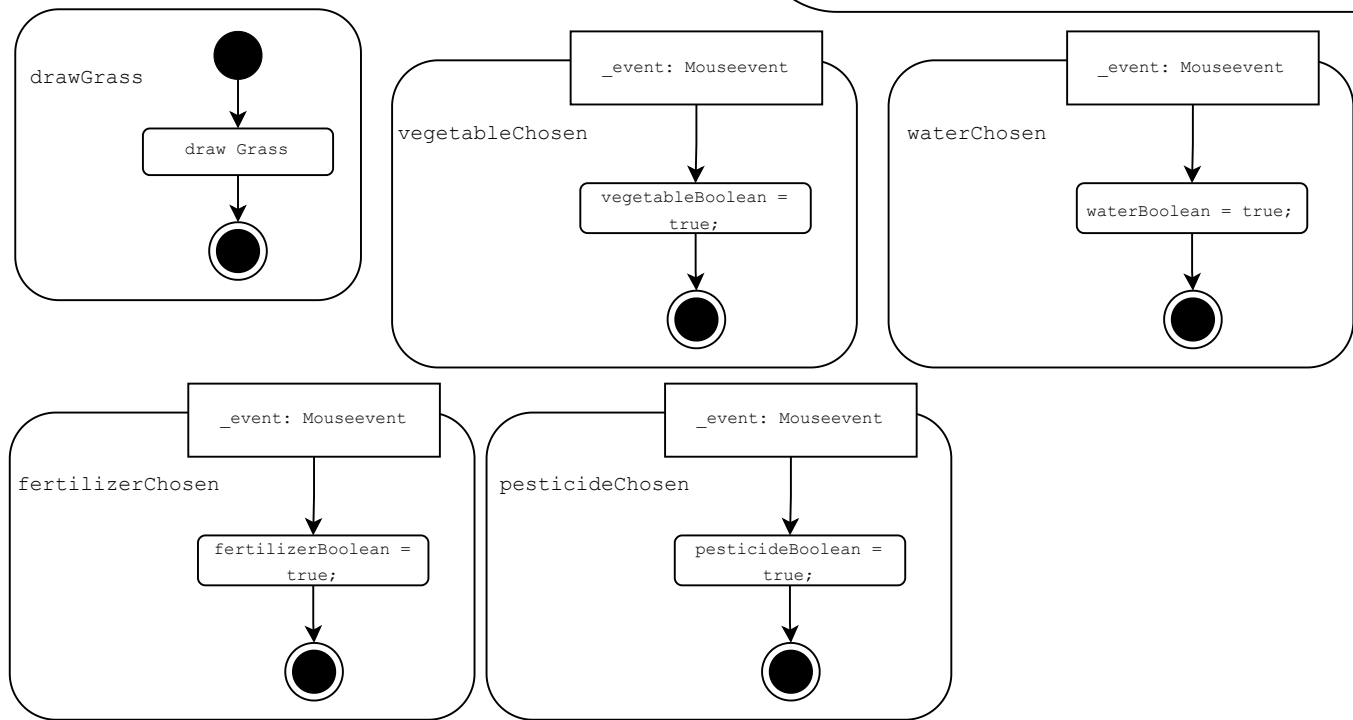
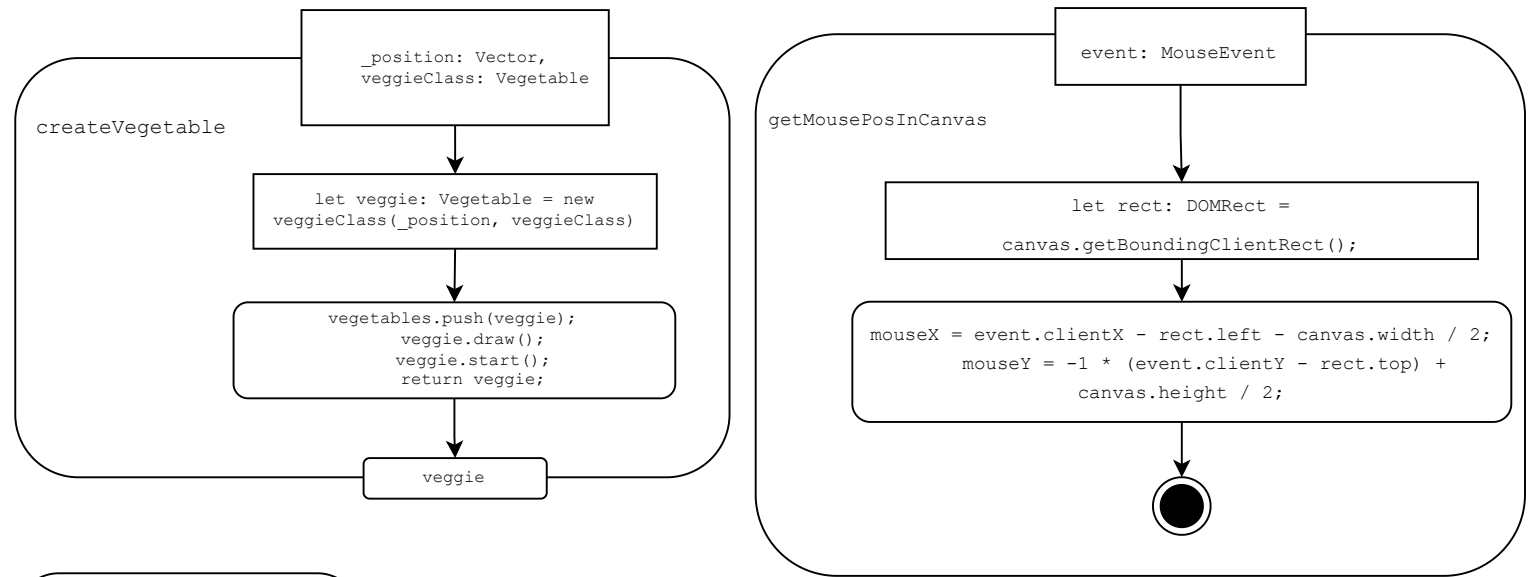
Potato
harvestStatus = false ripe = 10 ripeStep = 10 water = 30 waterStep = 5 fertilizer = 30 fertilizerStep = 5 minSeedlingPrice = minSeedlingPrice maxSeedlingPrice = maxSeedlingPrice minVegetablePrice = minVegetablePrice maxVegetablePrice = maxVegetablePrice minFertilizerPrice = minFertilizerPrice maxFertilizerPrice = maxFertilizerPrice minPesticidePrice = minPesticidePrice maxPesticidePrice = maxPesticidePrice currentSeedlingPrice = calculateSeedlingPrice() currentVegetablePrice = calculateMarketPrice() 
constructor(_position: Vector) + draw(): void + calculateSeedlingPrice(): number + calculateMarketPrice(): number

Carrot
harvestStatus = false ripe = 10 ripeStep = 10 water = 30 waterStep = 3 fertilizer = 30 fertilizerStep = 3 minSeedlingPrice = minSeedlingPrice maxSeedlingPrice = maxSeedlingPrice minVegetablePrice = minVegetablePrice maxVegetablePrice = maxVegetablePrice minFertilizerPrice = minFertilizerPrice maxFertilizerPrice = maxFertilizerPrice minPesticidePrice = minPesticidePrice maxPesticidePrice = maxPesticidePrice currentSeedlingPrice = calculateSeedlingPrice() currentVegetablePrice = calculateMarketPrice() 
constructor(_position: Vector) + draw(): void + calculateSeedlingPrice(): number + calculateMarketPrice(): number

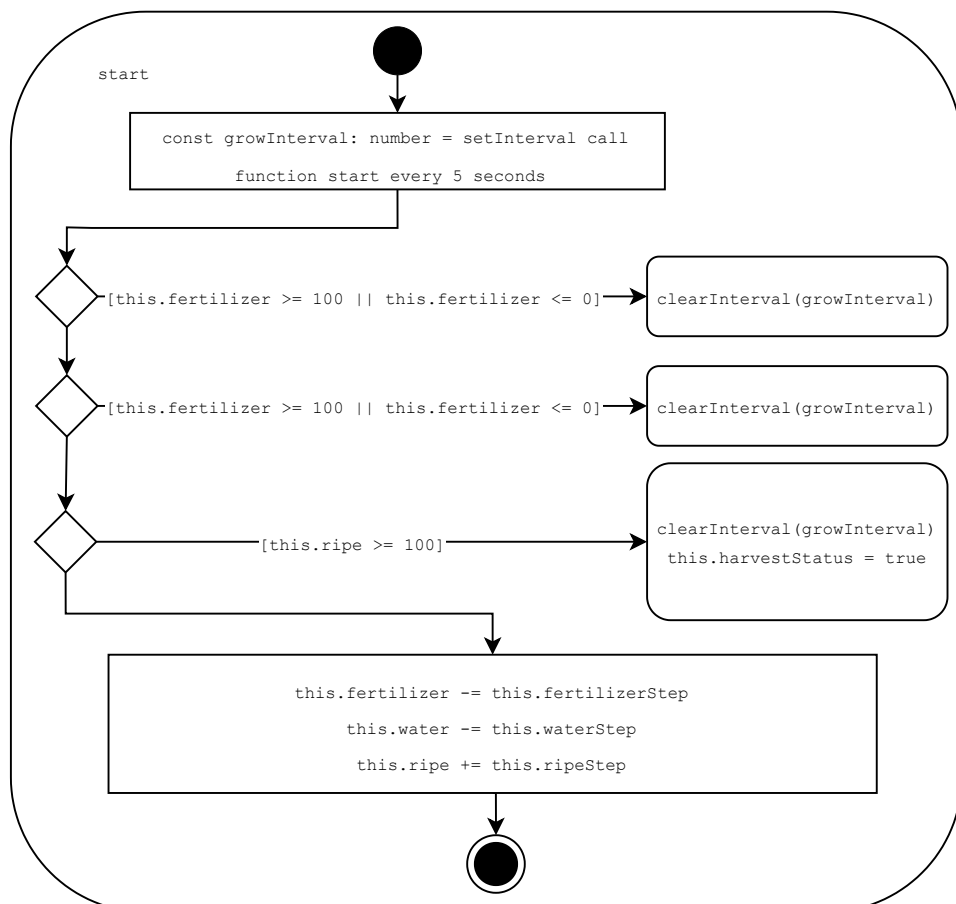
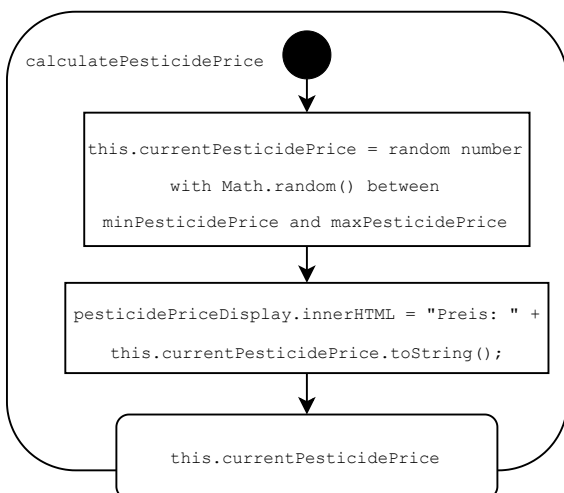
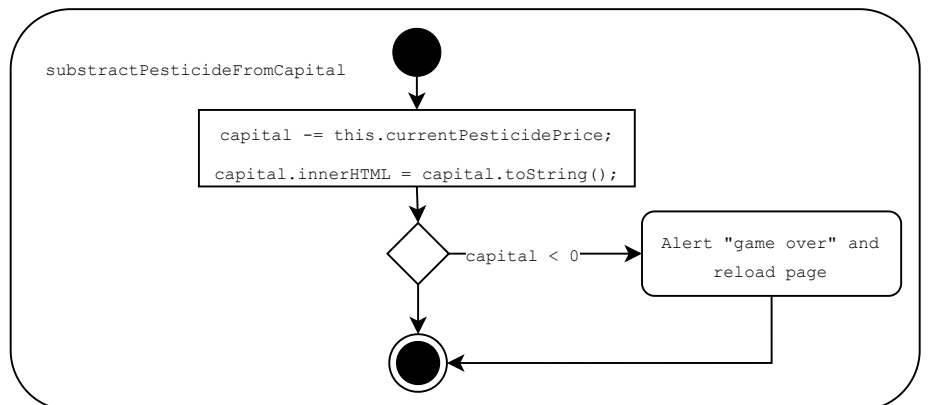
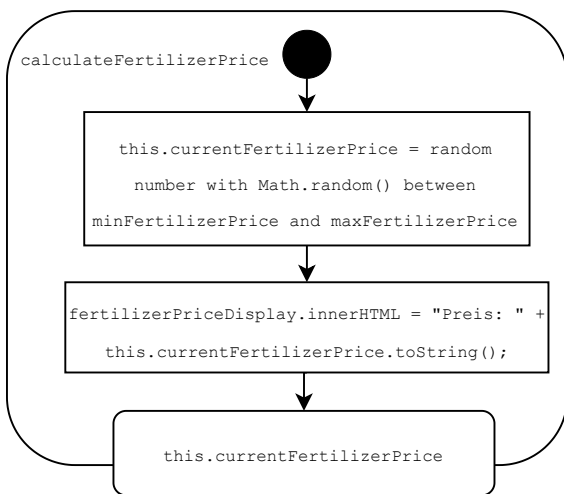
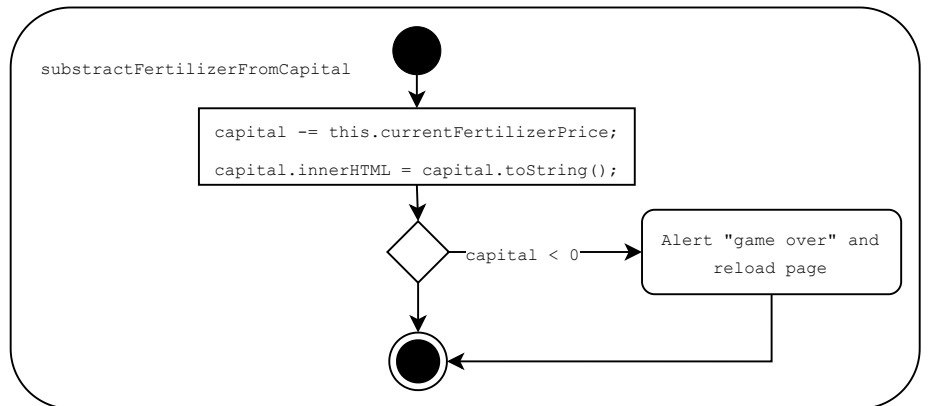
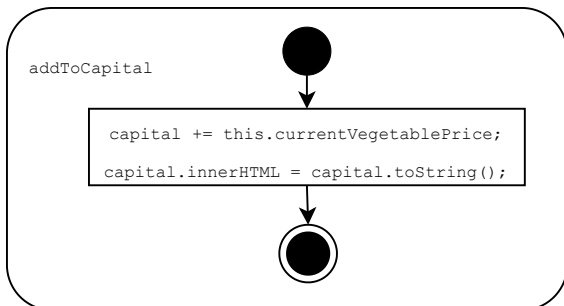
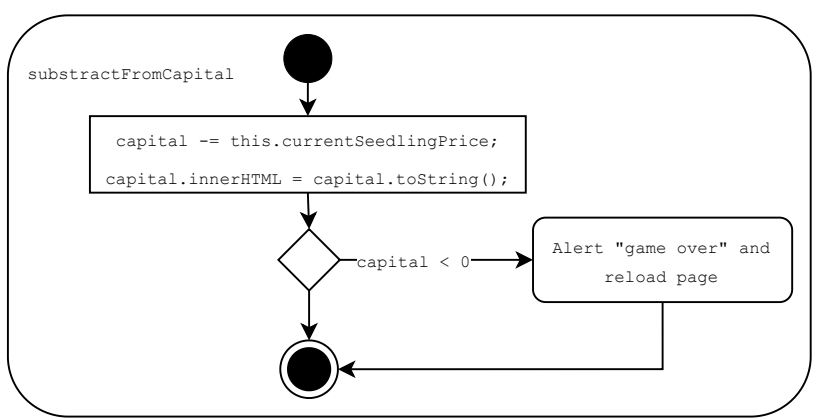
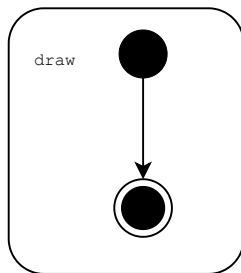
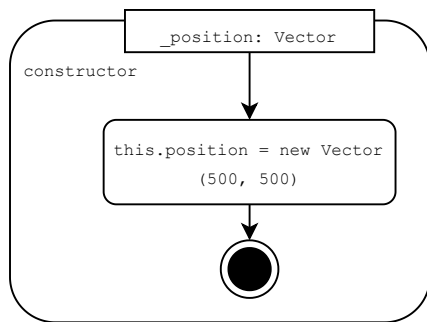




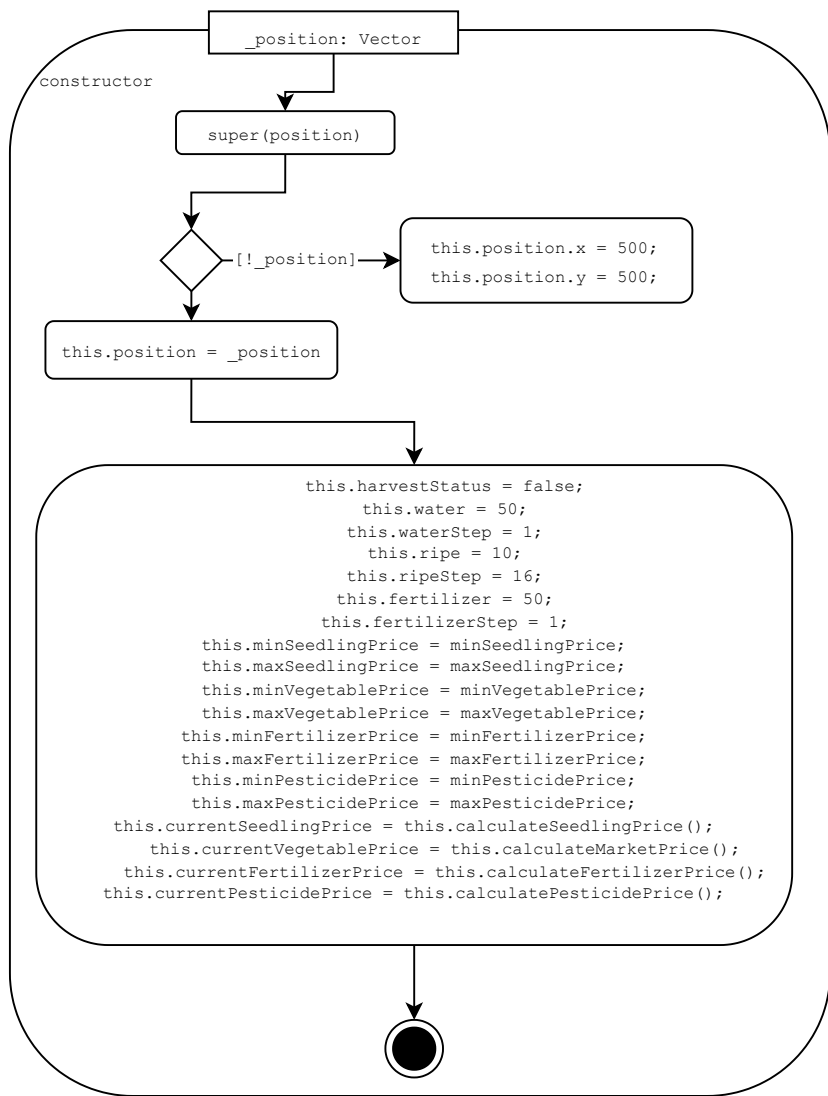




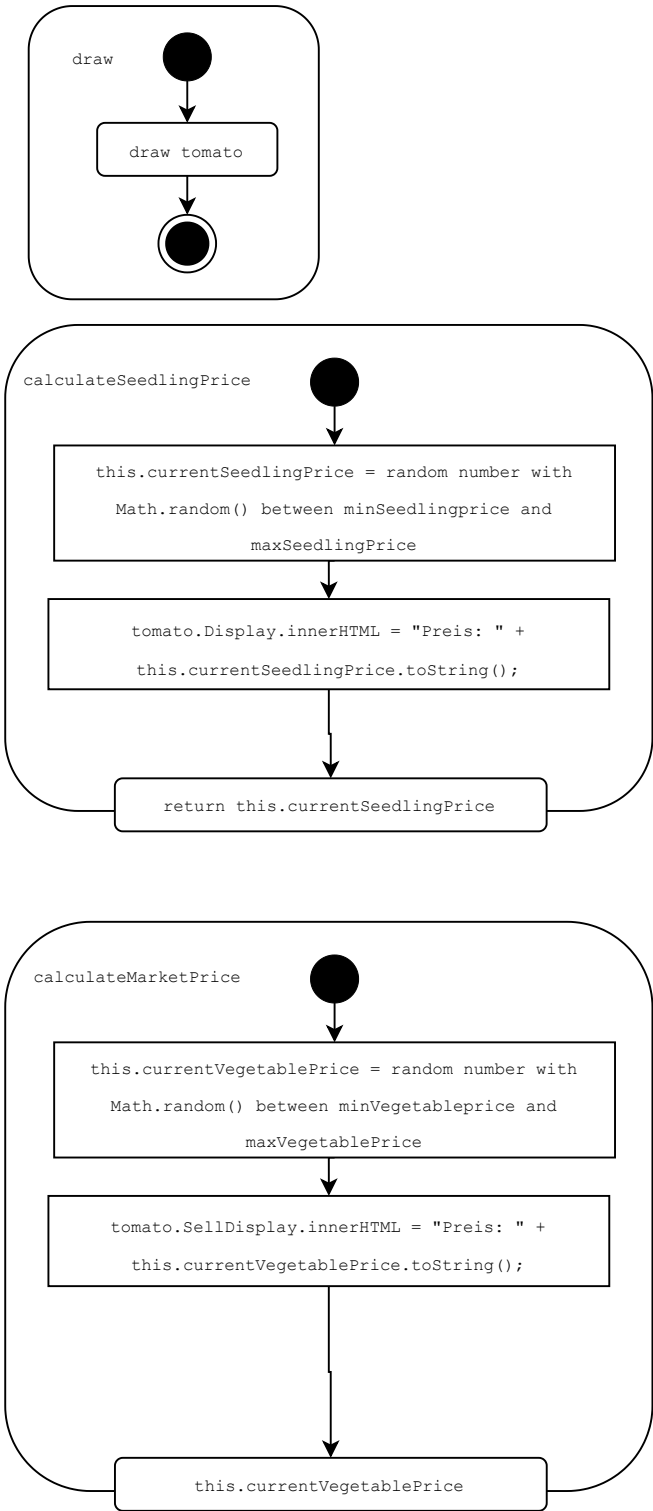
# Vegetable.ts



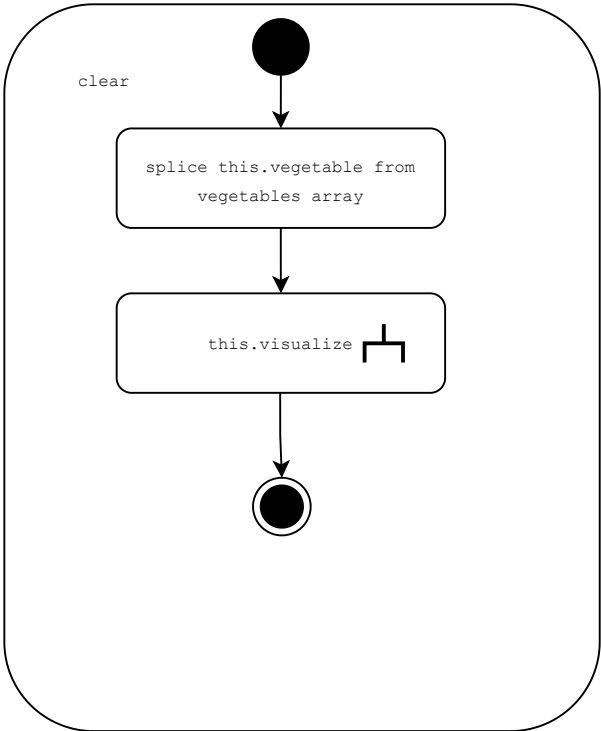
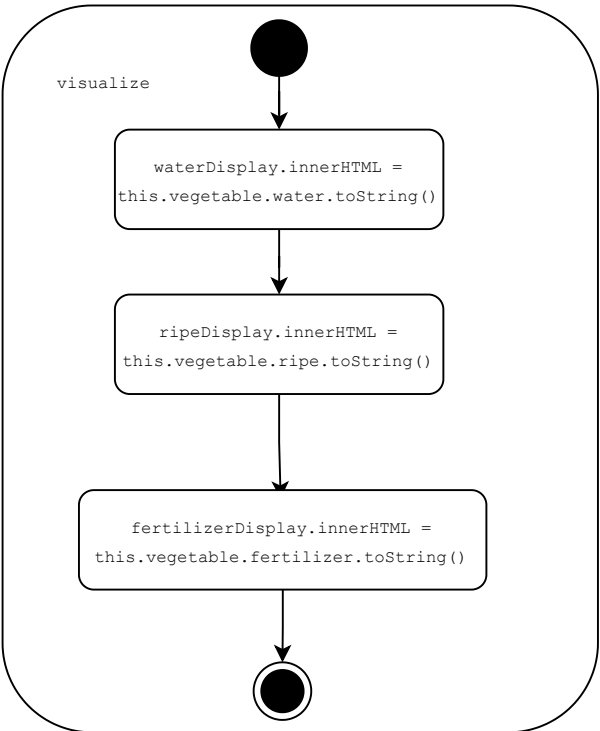
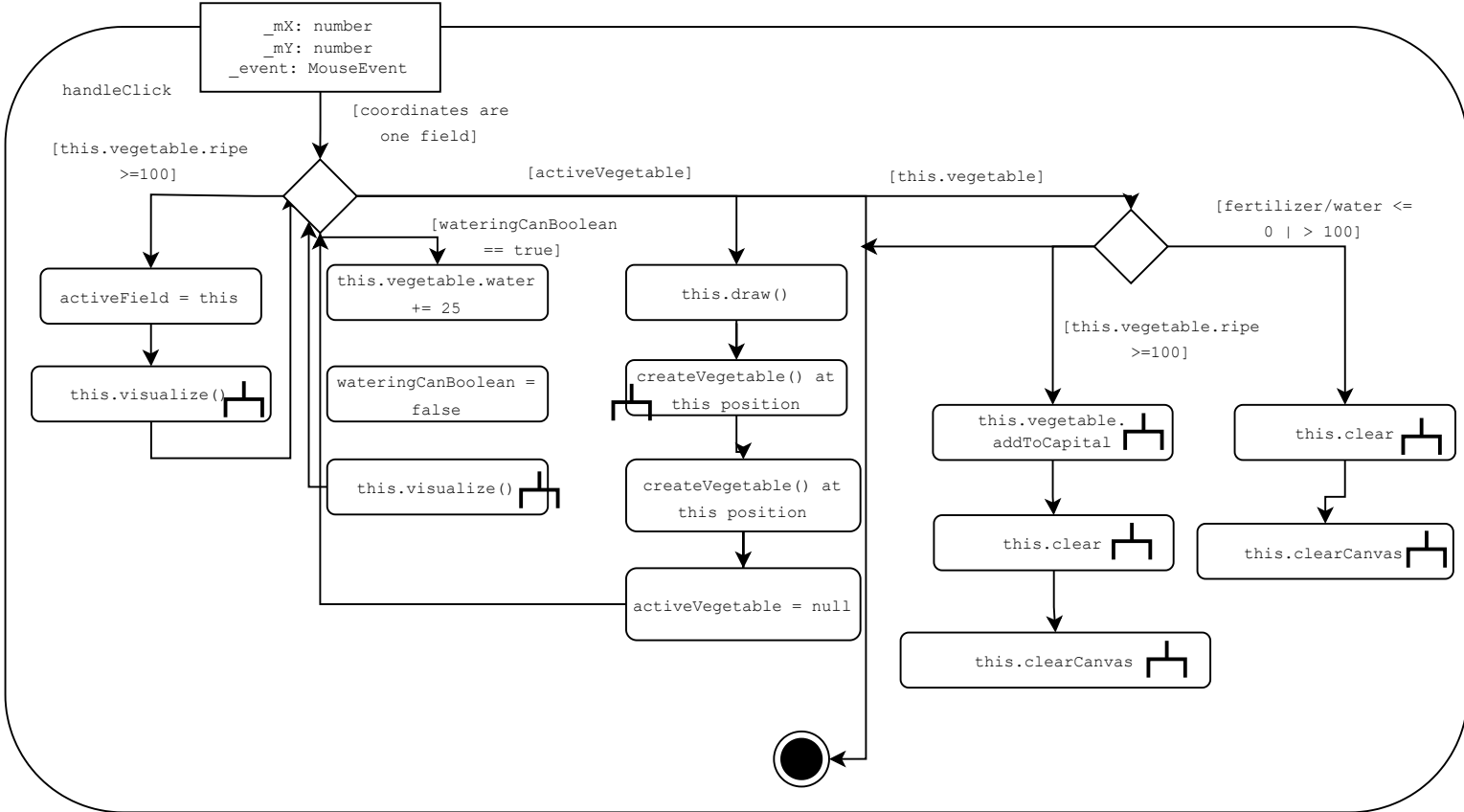
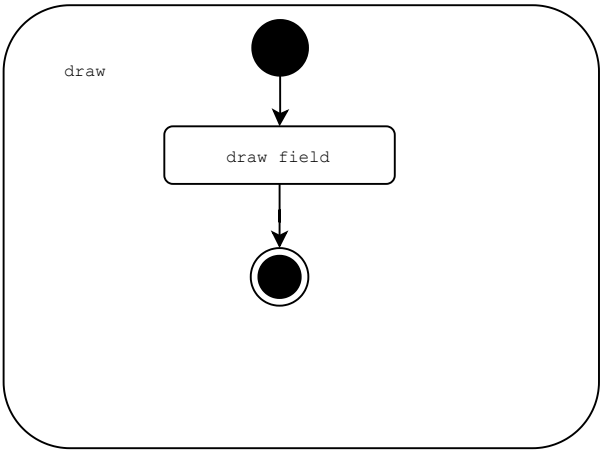
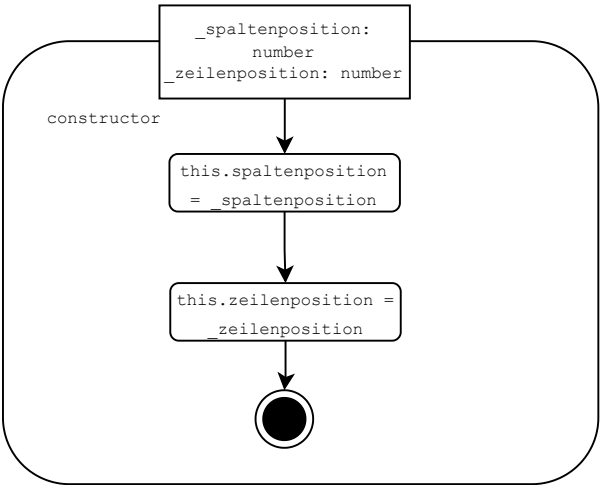
# Tomato.ts



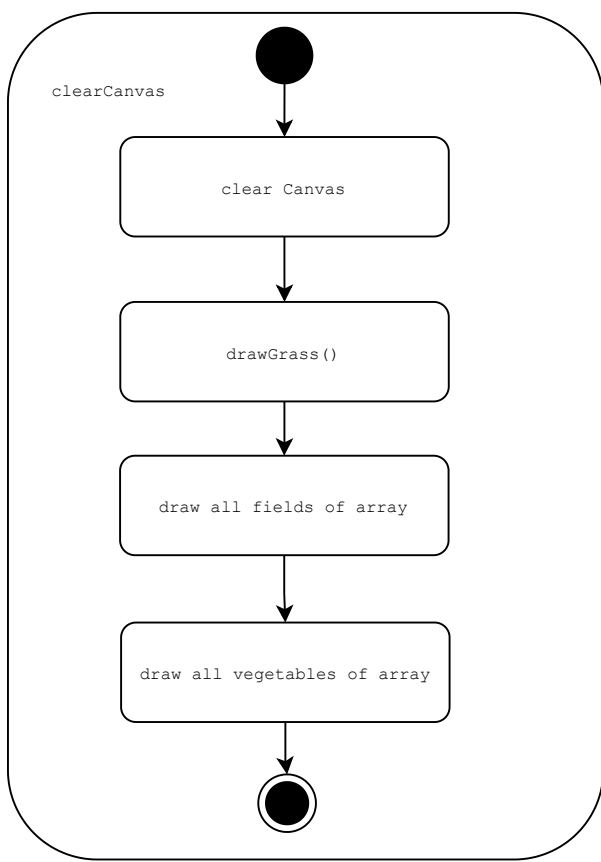
For Potato, Cucumber, Broccoli and Carrot:  
The same structure with their own individual values for ripeStep, fertilizerStep and different Display, sellDisplay in HTML.  
In draw(), draw their own shape.



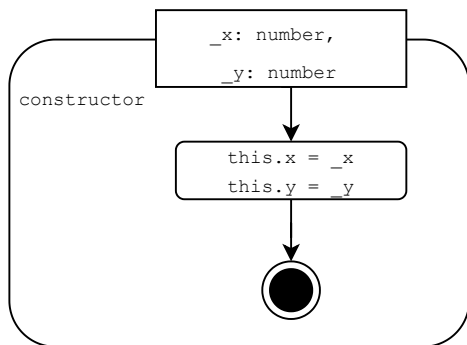
Field.ts







## Vector.ts



## Bug.ts

