

Universe

- 📦 `/isClean : EBoolean = false`
- 📦 `/isFlatRegular : EBoolean = false`
- ⚙️ `numberOfCells() : EInt`
- ⚙️ `addCell(c Cell)`
- ⚙️ `addLink(a Cell, b Cell)`
- ⚙️ `isRegular2D(g RegularGeometry) : EBoolean`
- ⚙️ `isInitialized2D(g RegularGeometry) : EBoolean`

Cell

- 📦 `val : EInt = 0`
1
- 📦 `x : EInt = 0`
- 📦 `y : EInt = 0`

[0..*] cells

[0..*] neighbors