Player

- name: sting
- balance: int
- inventory: ArrayList<Item>
- plot: ArrayList<Plot>
- cage: ArrayList<Animal>

+ Player()
+ getter/setter

Shop Market

- allSeed: ArrayList<Seed>
- allAnimal: ArrayList<Animal>

+ Market()
+ sell(Product product): void
+ sell(Material material): void

- allProduct: ArrayList<Product>
+ Factory()
+ craft(Product product): void

Factory

+ Shop() + unlock(Seed seed): void + buy(Animal animal): void

- seed: Seed

AnimalCage
- animal: Animal
+ AnimalCage()

+ FlouristStand()

+ sell(Flower flower): void

