Cultivation

-backgroundMusic: GreenfootSound
-sucess: GreenfootSound
-fialure: GreenfootSound

+prepare(): void
+act(): void

Sheep

-eat: GreenfootSound

+act(): void
+randomTurn(): void
+turnAtEdge(): void
+eatCrops(): void

Farmer

-grow: GreenfootSound
-sheep: GreenfootSound

+act(): void
+keyedMovement(): void
+growCrops(): void
+catchSheep(): void

Counter

- transparent: color
- background: GreenFootImage
- value: int
- target: int
-prefix: String

+ act(): void
+ add(int score): void
+ getValue(): int
+ setValue(int newValue): void
+ setPrefix(String prefix): void
+updateImage(): void

VictoryScreen

FailScreen

Crops