Cultivation

+prepare(): void

Farmer

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

Sheep

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

Crops

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