

**World**

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- crops: int

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+ populateCrops(): void  
+ generateSheep(): void  
+ setFarmer(): void  
+ growCrop():void

**Farmer**

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

**Sheep**

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+ act(): void  
+ MoveSheep(): void  
+ eatCrop(): void

**Crops**

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