Genüsegarten Ose - Case - Diagram 8 choose seed capital adjust settings) - (chaose price variations) start game (by seeds) - (plant reachables) - (havest) 1 (by fertilizer & pest control (water) action with plants! User (Fighting pest)

Jem üseaarten & ratios name = price Scribble 8 id statished dick fieldset Gorden Simulation Field - Settlings inputtype = number Capital seed 1014 namel = conital Inventory: 2000 015-10019-15 Selectivel GESTIGIOS O 5-10 KS Shap: Prices: Invendory SCED : Shop Festive: invent PACES Pesticide Harrest: Seed Seed Seed Reed Down Forth the Restlande Money: Current balace Plant 2 Plant granh user actions Plant 3 0

type : string obles : chora Massendiagramm: age: number = 0 Canvas Rendering Context 20 The Age : monbor Taxon! number needalible : boden = false bugs & Bug [] = [] constructor ( type : strong, - color. type; string strong, row : number, solum number, color string final Age: number price: number) current rolar = string grow 8: void bases Water () ; void get Chall wood, hill Bog () - void

get Chall () wood, get Front her () - void

draw () - void correct pepper cucumber none: seed 5 tomato nome: 5000 4 name: seed3 rome: seed 2 cder: greens name: seed 1 odor: green 4 rold: green 3 do: geor 2 rew collin : 15,1 cold: green 1 ray, collen : 25, 2 ray collin 303 ray rallon: 20,4 God Age: 5 ras, allet: 10,5 find Age: 1 findligo: 3 final Age: 2 price 3 Final Age : 1 constructor (raw: constructor: (raw: constructor: (raw: number, price 13 constructor (- row: number constructor (rew: pumbo. codlen: number I adlim : number

- Gemusenartersamulation anvas Scale Factor color : string = red ray: number monay! pumber odly number draw (1: void sleet 1/20 + pumber constructor (type: string, -color istring, -row: pestizides: number buy () : void Jan O void Will void speds : seeds restitize (): vaid

water (): vaid

prestitible (): vaid

nonvest (): vaid

plant (- value; string): vaid Inventory Field Prices convastaletacta: number row = number this platpoice: Plant
copyas Scale Factor: number this plant instact number collen : number color: Shing draw () : vaid is clear : Todean = HIVE once Update (): void inventory (podate (): vaid plant: Plant drawl i void constructor (raw: number, -collen : number) isHit () : vaid draw (): vaid

Alutivitatsdiagramm - Gentsegalles inulation -Main & (gardensimulation. 4s) get Mouse Pasition: Levt: Marsagiert (stattimes: export canvas Rendanas Context 20 sellneval (Homes ) malsely almber rect: DOMRECH = mouse V: number conves get Banding ClientReed () player: Player = new Player O phices Prices - new Prices for field mause y = evt. diotx\_rect.left 0 Molents - Shop new Shop (field istit (masex masey) th number = 0 times 0 time ++ (casole, leg (time) plant graw () in for plant of all Plants plant draw () To Olant, looses Water () (1) (plant, gets Bug () 1) Flort price = Math abs (Math, sin (tipe) + plant price) change money in inned TAID

Tfoj: number 0 j/ 10 ; j++ - Main (2) i < 9: i++ (all Fields, oush (new Field (j.i)) honoleload for field of convas = got convas cr2 = convas, get Context (20) org sillstyle = red (10 . filled = (0,0,100, 100) dich Star Bullon A convas height = 400 convascadily /= 4000 corras Stattines (10) Charge Playermoney get Mouse Position (Instal Ustone) for all for all seeds input field: HTMLInput Clement = Seeds seed Button: HTML Input Element Solid Seed Button (H moneyinput) = document, avery selector (\*s) ( () =) playes plant (seed Button, value) to) harvest Button: HTMI mout Clement (Instal Listone) = do ament, query selector (# 1) > dich howest-lucky-Kertilie-Poestice Bitton water Button: ATM Unput Clonent change Player money (): vaid = document grayselector (#W) inputfich value: string = inputfield value () => player haves well febilise loss tide it Player money - paseint (inputfleto value) fortilize Button: HTMUInput Element = document greyselector (#1) peshabe BHON: HTMLInguislement = document, gray selector (# p) Instal listoner

Alutinitàtodiagramm Gemusegertensomulation -Poyer bestiaide norvest -value: sking (plont Player tash = TASH, PESTICIDE Plantosh = TASK HARVEST [-value = sold] Player tash TASU PLANTSEDY ( 0 (\_value = socola) Playo tash = (Player tosh = TASU WATER 3 velle = seed 3] (Player tash = . . . . . . . . . . [wolve=seed ] Royer-tash = Tash. R.M.TSGEDU fertitre Player Hash = TASU FERTILIZE (Jule - seeds) Payer . I sh 0

Autivitatsdiamor Gempsegortensimulation + Plant gets Bug . random Bug: number = Math rand (Math random (1 20) gets Fertilizes: grow This age a this final age && this needs har = = false Transmisus = = 0 this age & this find Age be to this needs water = cake by this bygs length == 0 curent cola = 190 (this age IT) (bugs. push (new Bug)) diaw: translate (rankcollum) this age + fillstyle (correntedor) bugs = () 4 Gets Wolfer: looses words: (this bugs length == 0) Fondam Water: number = Matherand (McMeandon (1. 10) needs Water = false [rondom Water = = 0] Corrent Color = this color (needs Wither = Hue 0 [ this bugs longth = = 0] @ Curentada = black

Authitatsdiagramm Gentsedaltersimulation -Field row : number, isHit collen inmber mousex: number constructor - mouse / ; number this raw = row this collans = collum \_masex-100 < this. law\* too && masex-700? this - mousey-100 4 this collen + 100 && makey - 10 (0) Mis. iscled == the bloger money conside log O4 (canot do this draw [this iscler = = fclse] conso ansole, log Of (connot do this This is clear - false Console lo Console.log translate (row /collum) CIISTyle (color) MIRRET (connot do this a This is clear = a false of conside los (0) console, log This is clear = = folse) console connet do this on clear field)

