

REQ1

Design Rationale

Sprout, sapling and mature extends tree. Since they are cycled and has common attribute/method such as tick() and turn, they can be categorized as tree. If it does not extend tree abstract class, it would be hard to understand that they are related (It has cycle and common method/attribute). In the future implementation, it will be easier to create method/attributes that they share.

Places some sprouts on he map during the instantiation. Inside application, it randomly changes dirt to sprout after creating a game map. It randomly generates x and y within the size of the map and changes the ground to sprout if ground is dirt. This can be performed multiple times to place several sprouts.