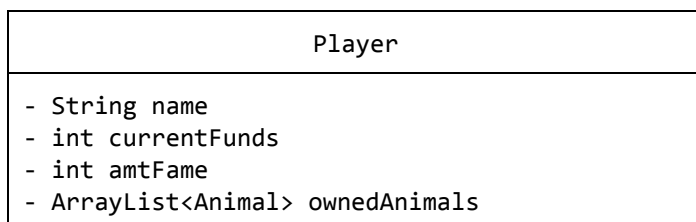
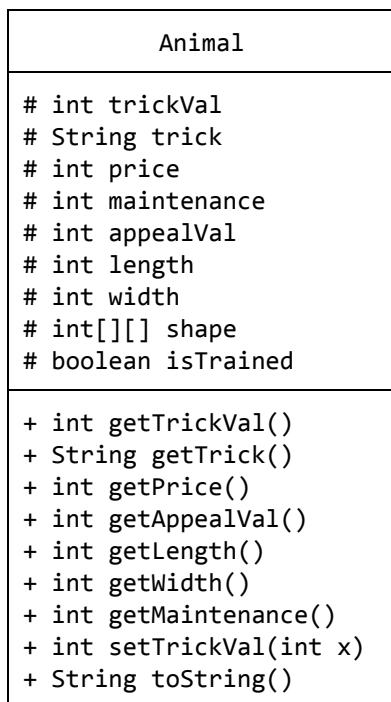
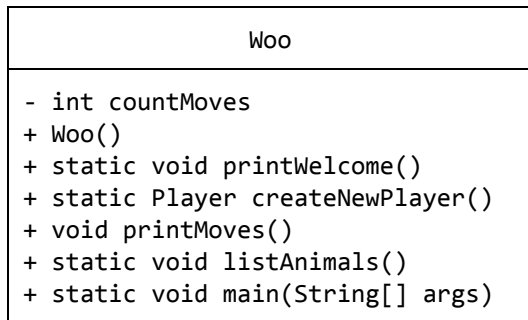


UML DIAGRAMS



<pre> + Player() + void buyAnimal(Animal name) + void trainAnimal(Animal name, int numTimes) + int getBalance() + int withdraw() + int deposit() </pre>

Circus
<pre> - int amtEarned - int fameGained - int numAudience </pre>
<pre> + Circus() + int getNumAudience() + int setNumAudience(int[] trickVals, int[] appealVal, int price) + void setAmtEarned() + void calculateFame() + String toString() </pre>

GameBoard
<pre> - Animal[][] board + Animal[] roster </pre>
<pre> + void addAnimal(Object Animal, int x, int y) + void removeAnimal(Object Animal, int x, int y) + String toString() </pre>

Updated 2017-01-12