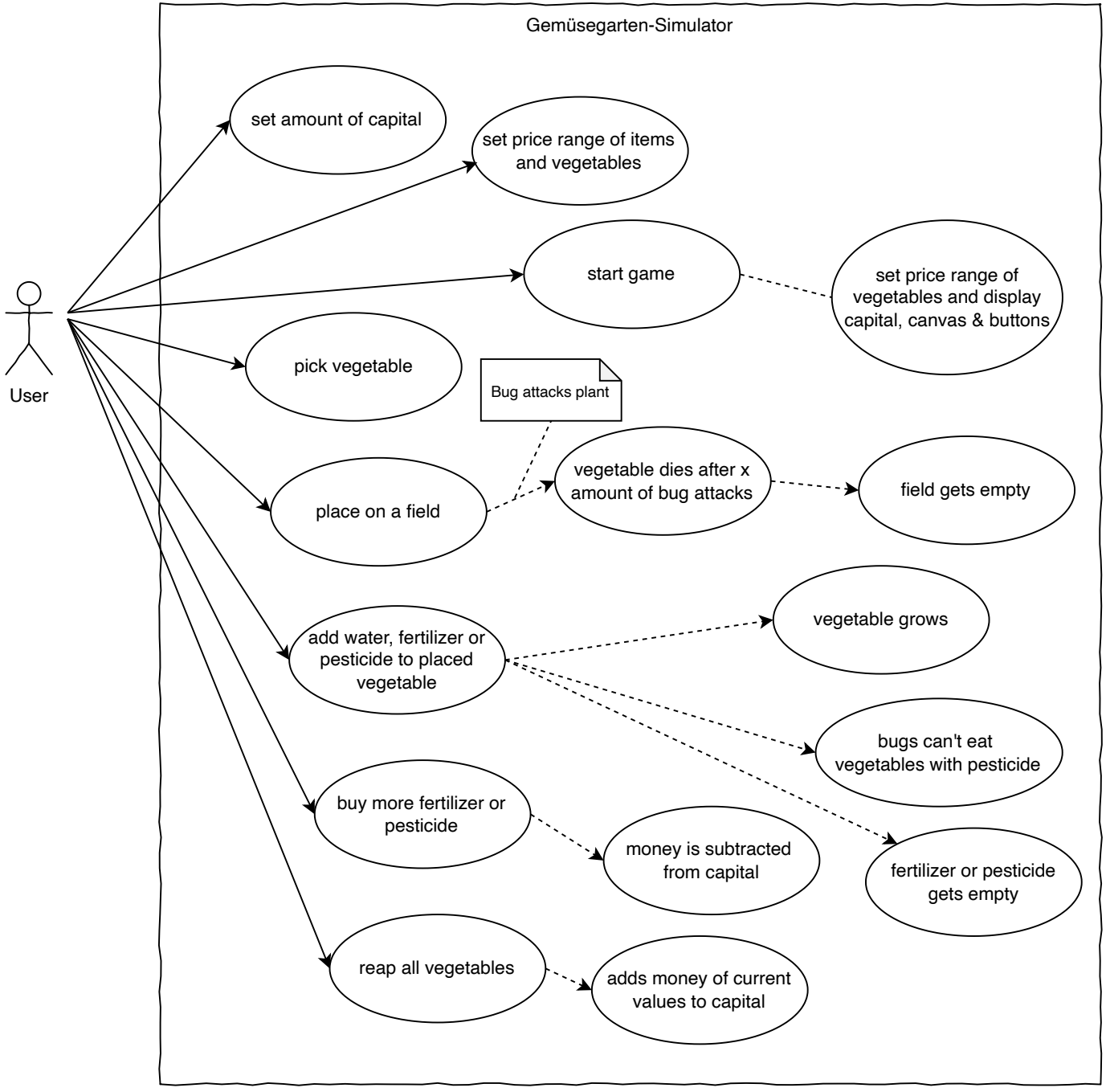
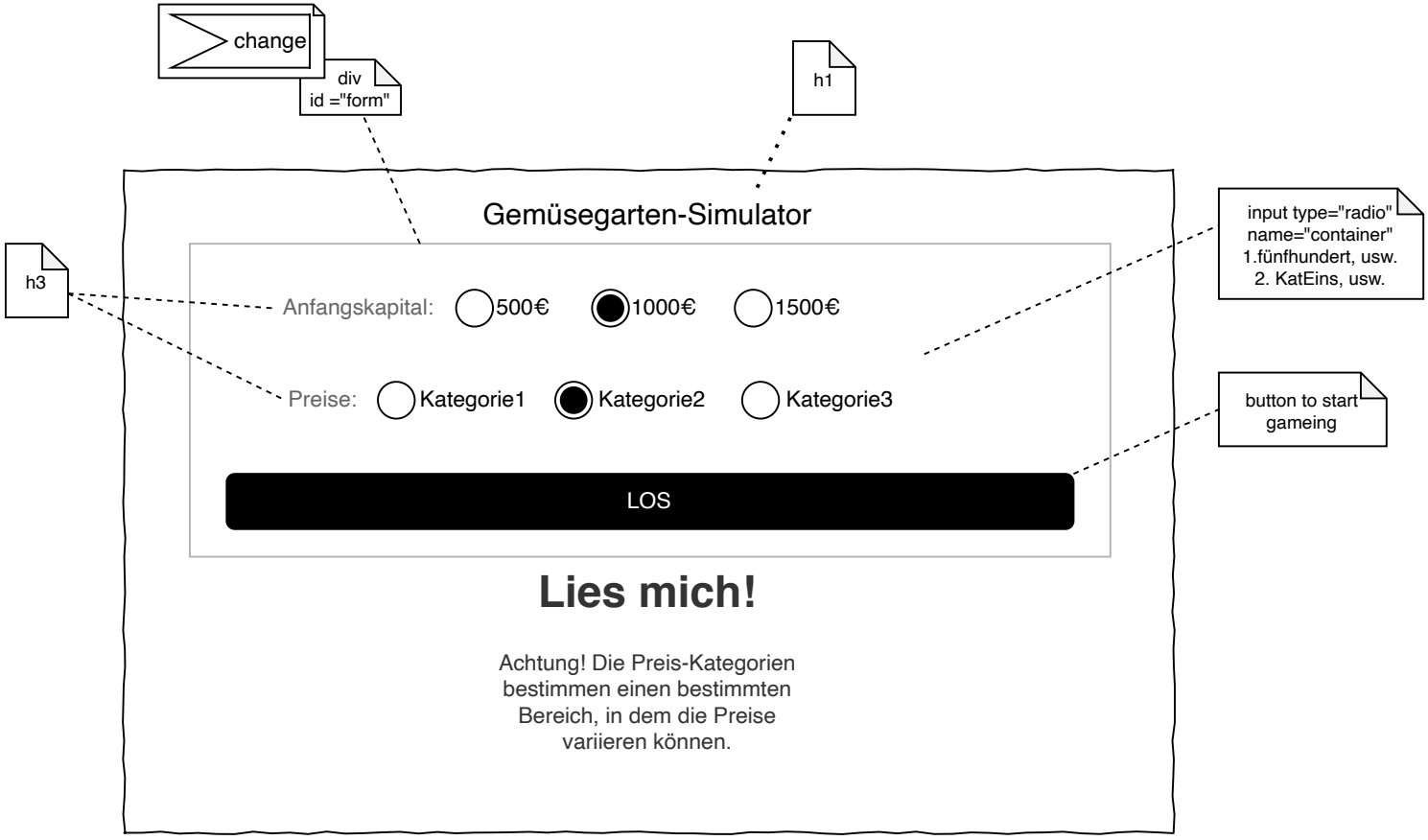
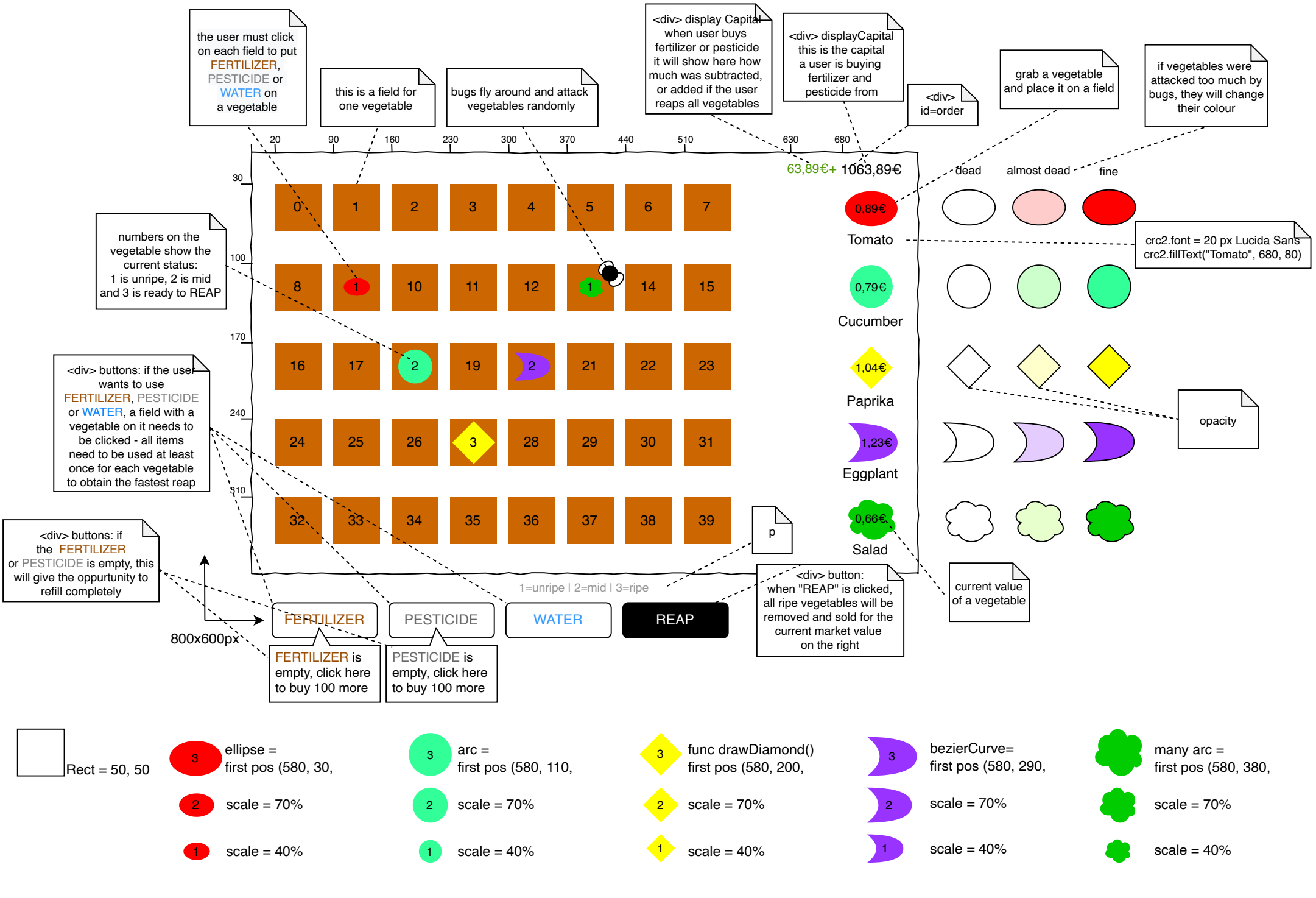
Use-Case-Diagramm



User-Interface-Scribble: Settings

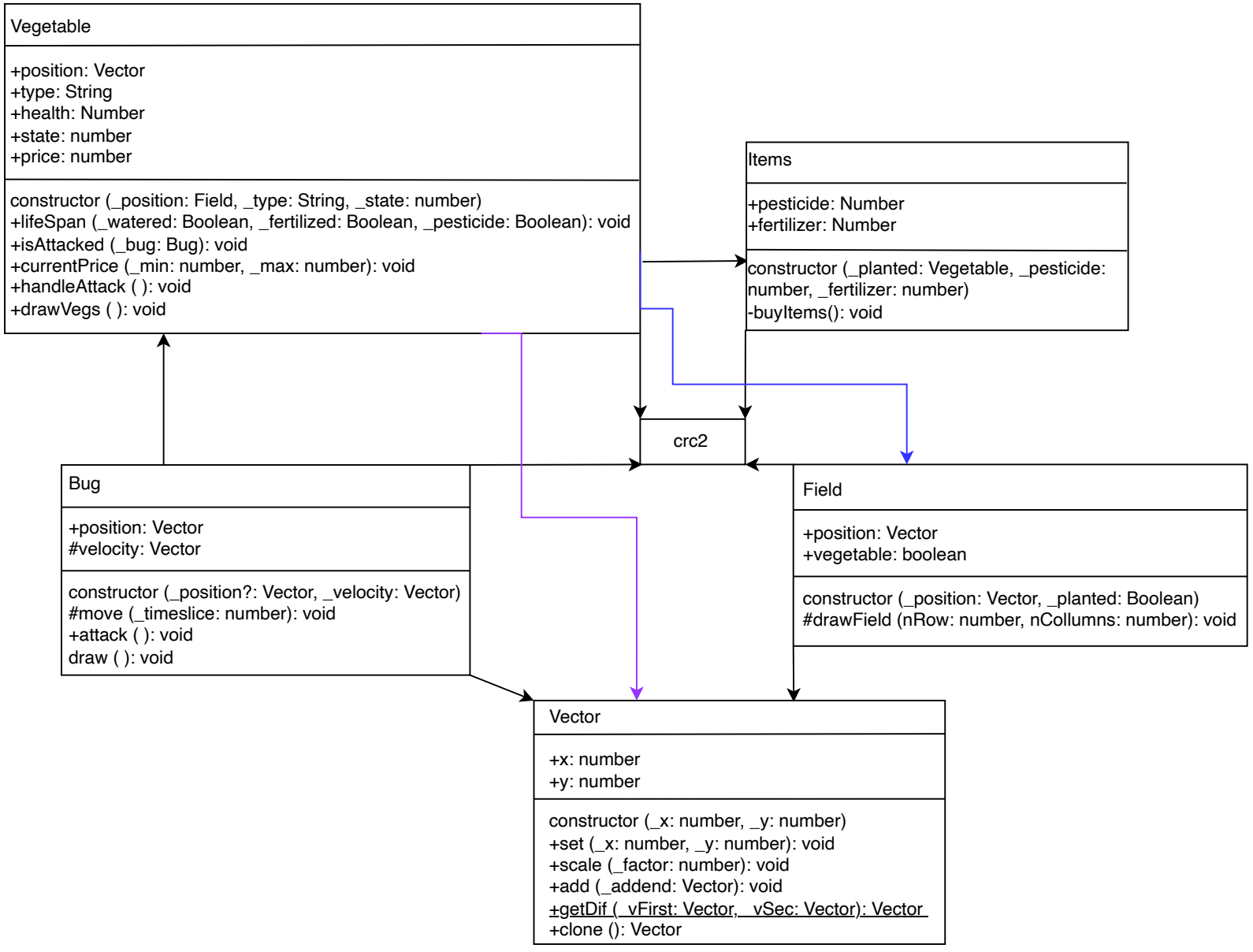


User-Interface-Scribble: Game

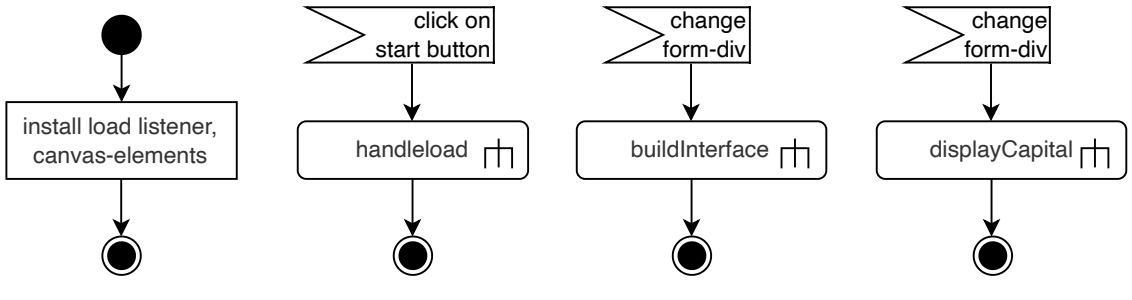


Class-Diagram

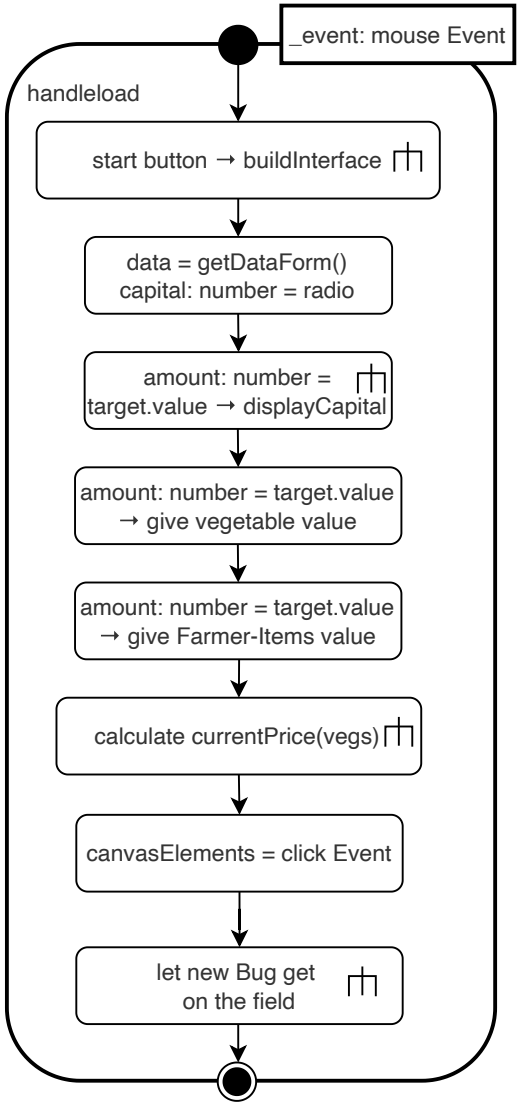
*+ = public || *- = private || *___ = static method

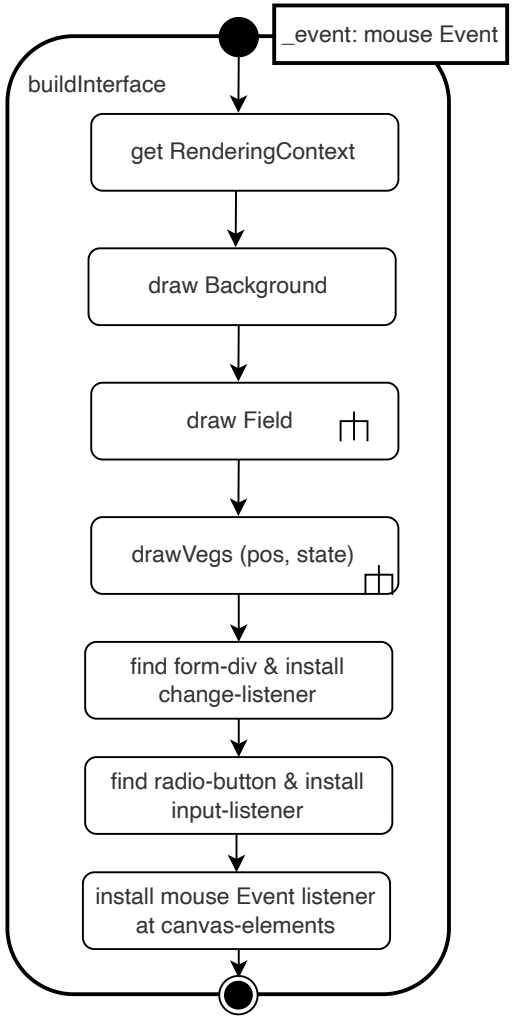


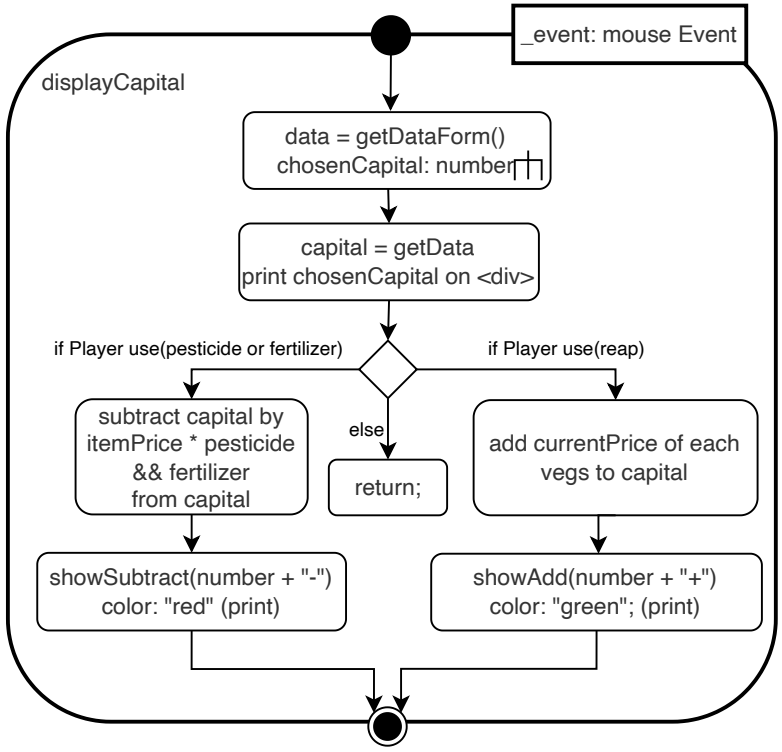
Activity-Diagram: Main

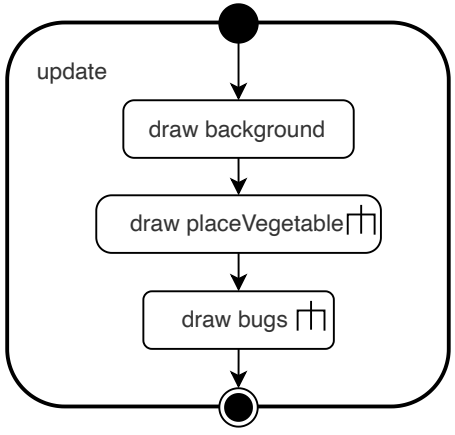


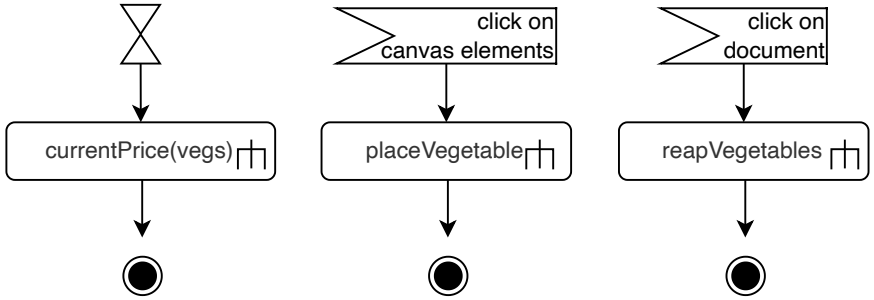
crc2
bugs: Bug [ ]
vegetables: Vegetable [ ]
fields: Field [ ]

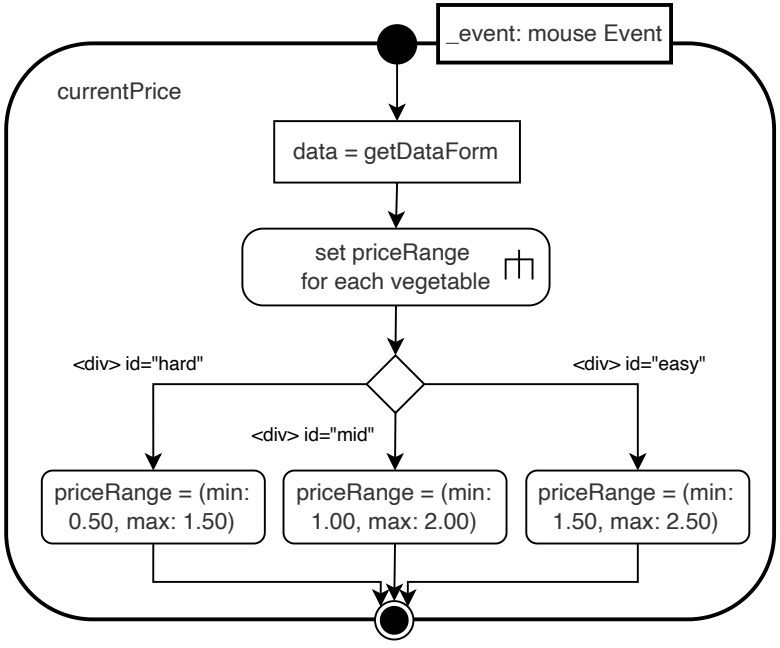


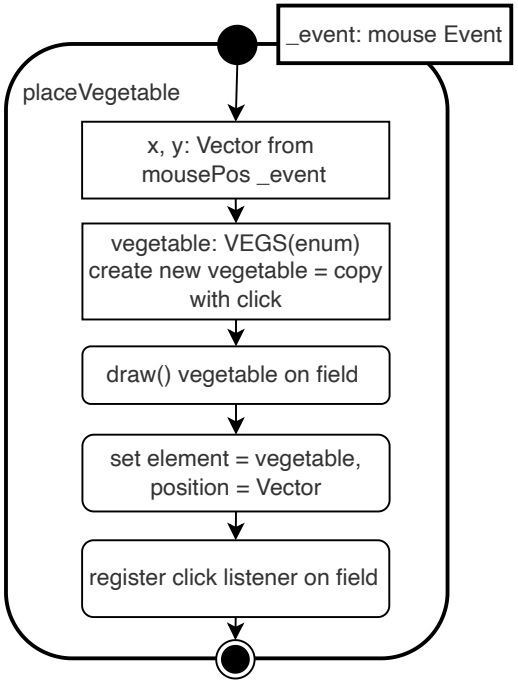


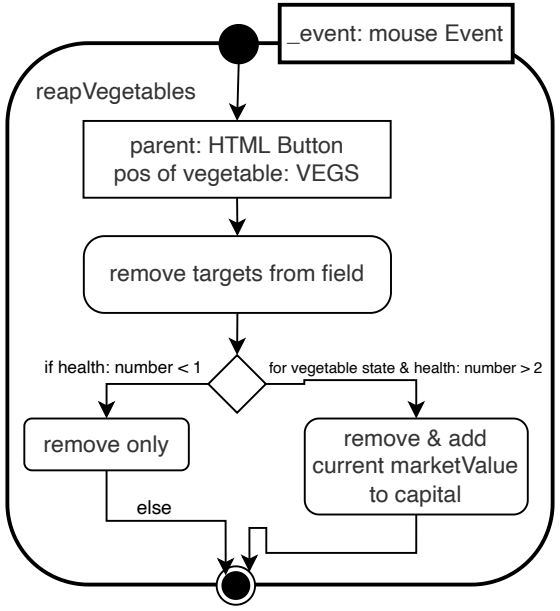




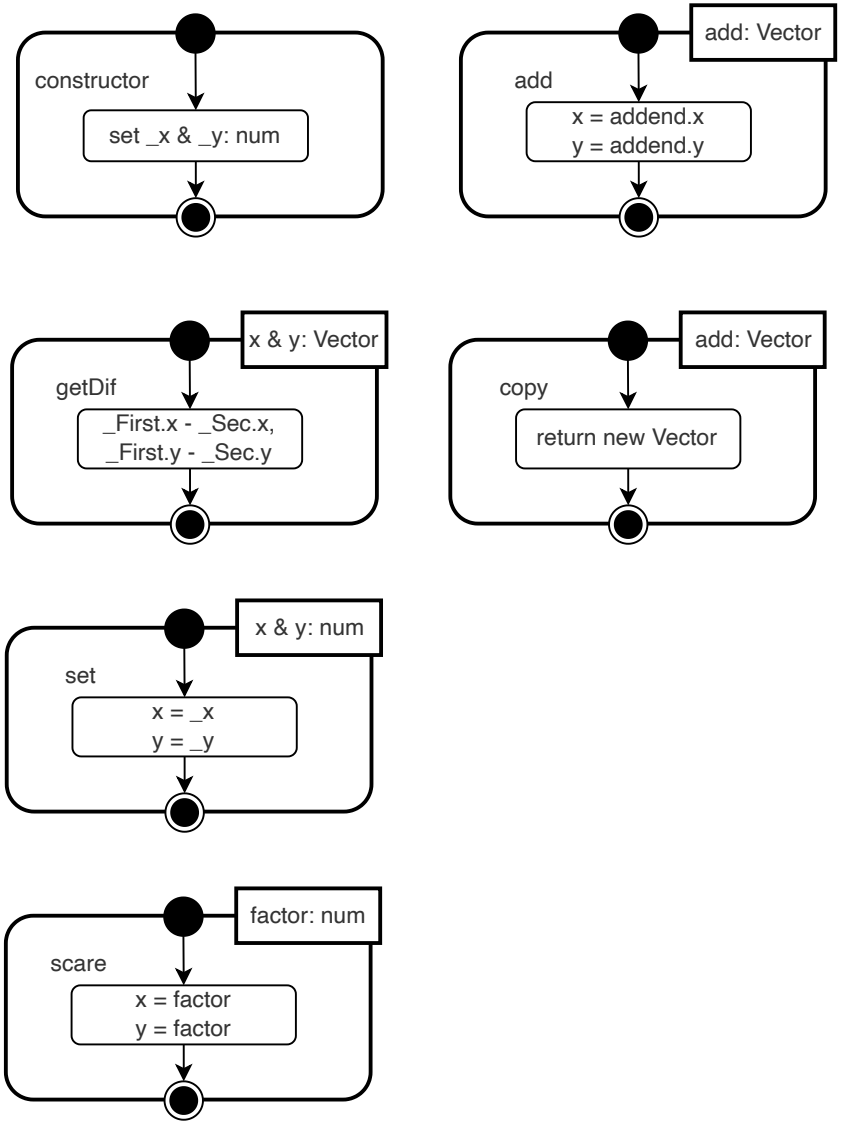

click on
canvas elements
click on
document
currentPrice(vegs)
placeVegetable
reapVegetables


_event: mouse Event
currentPrice
data = getDataForm
set priceRange
for each vegetable
 id="hard"
 id="mid"
 id="easy"
priceRange = (min:
0.50, max: 1.50)
priceRange = (min:
1.00, max: 2.00)
priceRange = (min:
1.50, max: 2.50)

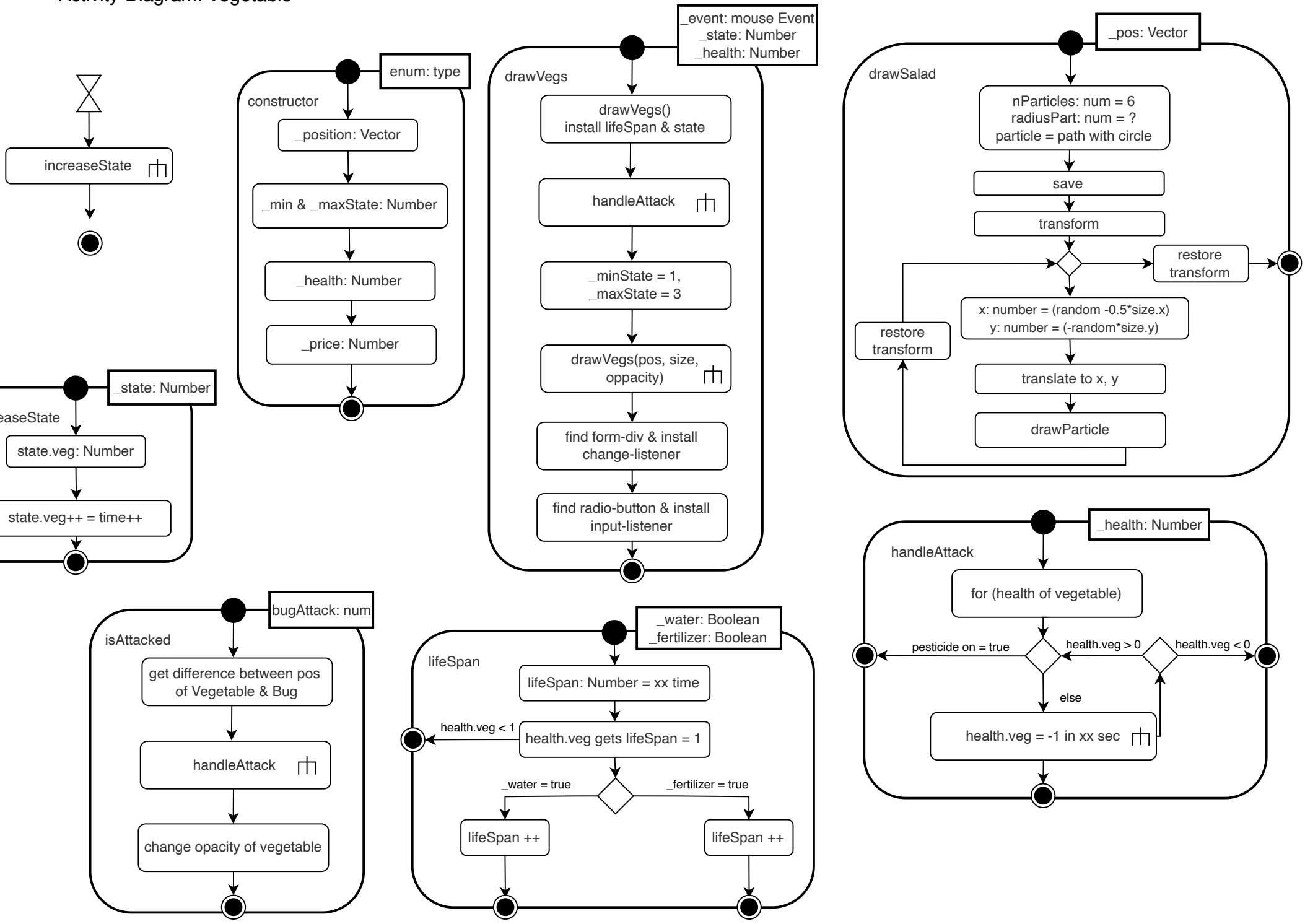

_event: mouse Event
placeVegetable
x, y: Vector from
mousePos _event
vegetable: VEGS(enum)
create new vegetable = copy
with click
draw() vegetable on field
set element = vegetable,
position = Vector
register click listener on field


_event: mouse Event
reapVegetables
parent: HTML Button
pos of vegetable: VEGS
remove targets from field
if health: number < 1
for vegetable state & health: number > 2
remove only
remove & add
current marketValue
to capital
else

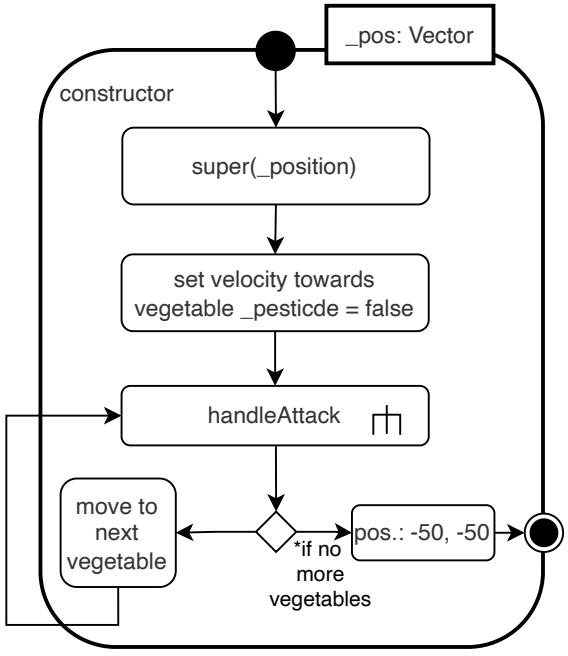
Activity-Diagram: Vector

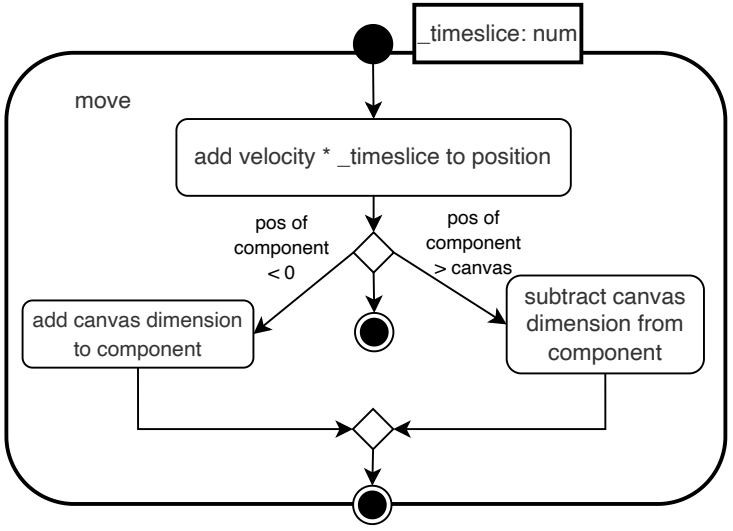


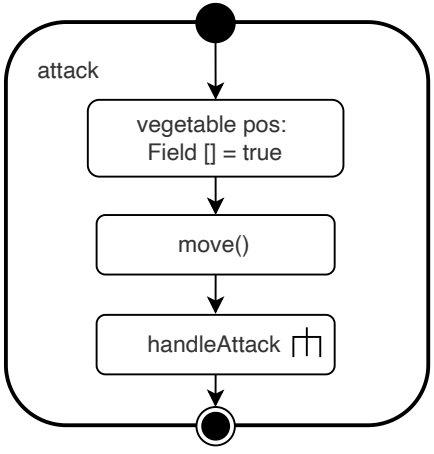
Activity-Diagram: Vegetable

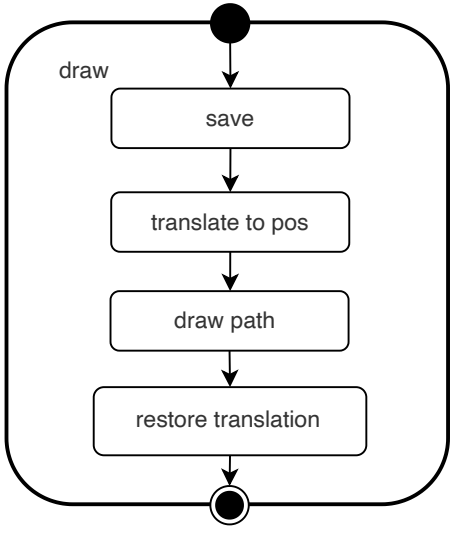


Activity-Diagram: Bugs

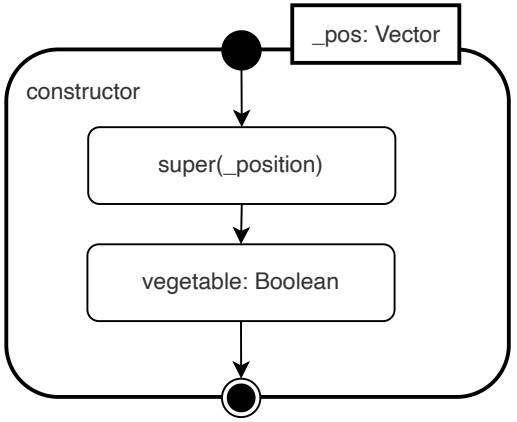


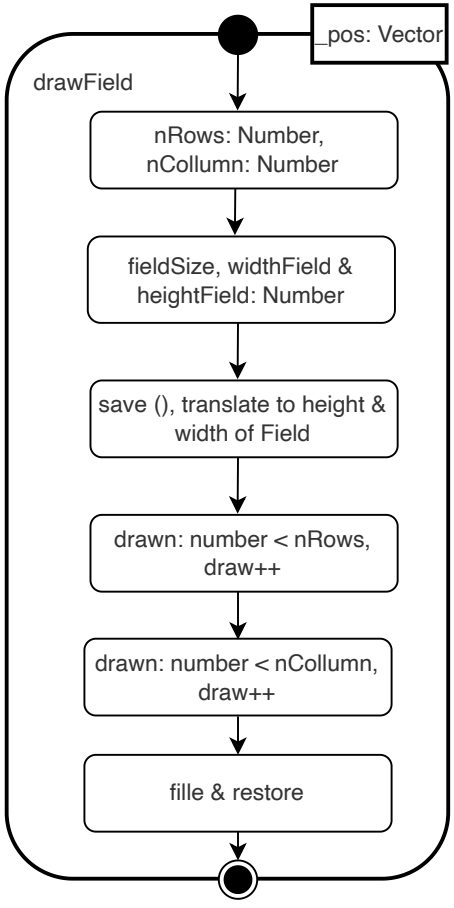
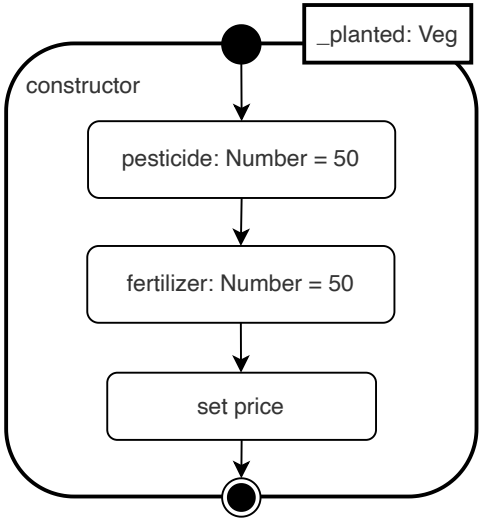
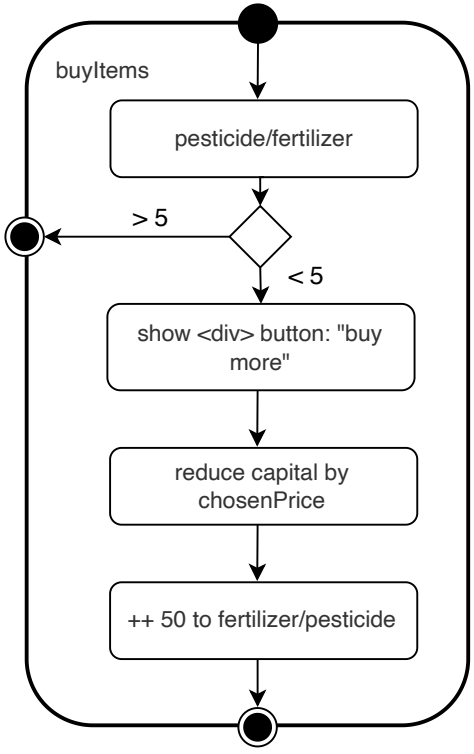






Activity-Diagram: Field





Activity-Diagram: Items