location:Location map:GameMap :Dirt :Math actor:Actor ----1:tick(location:Location):void---—1.1:random():double— Loop [for all location.getExits()] grass:Grass Alternative [destination.getGround() instanceof Grass] [grassCounter>=2 && random<=chanceToGrowNextToGrass] 1.4:setGround(grass:Grass):void  $[destination.get Ground ()\ instance of\ Tree$ random<=chanceToGrowNextToTree] 1.5:setGround(grass:Grass):void [for all values between 0 and location.map().getXRange().max()] [for all values between 0 and location.map().getYRange().max()] 1.6: map():GameMap 1.7: returns GameMap -----1.8: at(x:int,y:int):Location 1.9: returns location 1.10: getActor():Actor 1.11: return actor [actor instanceof Player] 1.12: addEco(1:int):void

Note: we do not put activation bar yet just in case we have to add extra methods