TEAM CareBears

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Button

int x,y
int rectSize
int w,h
color rectColor, baseColor
color rectHighlight
color currentColor
boolean rectOver
String name
boolean active

 Button(int x, int y, int w, int h, color rectColor, color rectHighlight, String name)
boolean mouseOver()
void display()
void click()
void update()

Woo

boolean startScreen
boolean playing
boolean endGame
boolean areYouSure
boolean sortStats
PImage startPic
PImage dirt
ArrayList<Plant> plants
ArrayList<Plants> allPlants
ArrayList<Integer> planLifeTimes
ArrayList<Food> food
ArrayList<Button> buttons
Button startGame;
Button stats;
Button end;
Environment environment
boolean rain, showRain
boolean sunlight showSunlight
boolean fooddrop
long time
Timer plantTimer
Timer bacteriaTimer
boolean showGrid
boolean shop
int bactTime

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void setup()
void makeButtons()
void draw()
void runButtons()
void runTimers()
void mouseClicked()
void growBact()
void removeFood()
void keyPressed()
void showTheRain()
void showTheSun()
void showTheGrid()
void checkBactPlant()
void checkFood()
void showFood()
void resetBools()
void makeLifeTimes()
void tempModPlant()
void endSim()
void killBact()
void sort(ArrayList<Integer> _heap)
void heapify(ArrayList<Integer> _heap, int size, int x)

BACTERIA

int xcor, ycor
 int dx, dy
 int size
 int health
 int maxSize
 int growthRate
 int waterPriority
int lifeTime
int birthDate
 int r, g, b

Bacteria(int x, int y)
void move()
void eat(Plant p)
void shrink()
void display()
void run()

Timer

PFont font
int time
int secondTime
int interval
String type

TImer()
Timer(String type, int interval)
reset()
run()

ENVIRONMENT

int[][] grid
int[][] rain
int[][] sun

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void sunlight (int intensity)
void rain (int intensity)
void getGrid()
void showRain()

Food

int xcor, ycor
int r, g, b
boolean eaten

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void display()

PLANT

int xcor
int ycor
int maxSize
int growthrate
int waterPriority;
 int waterNeed;
 int lifeTime;
 int birthDate;
 int r, g, b;
 int temp;
 int time;
 boolean peakStated
Timer intPlantTimer;
Timer peakTimer;

Plant(int x, int y)
void collision(Plant other)
int health()
int takeWater(Environment e)
void grow(Environment e, ArrayList<Plant> plants)
void display()
void run(Environment e)
int compareTo(Plant other)
void toEat(Food f)