

TEAM CareBears

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Woo
boolean startScreen boolean playing boolean lostGame boolean areYouSure boolean endGame boolean sortStats PImage startPic PImage dirt ArrayList<Plant> plants ArrayList<Plants> allPlants int[] plantLifeTimes ArrayList<Bacteria> bacteria ArrayList<Bacteria> allBacteria int[] baceriadLifeTimes Timer bacteriaDrop ArrayList<Food> food ALStack<Food> genFood Timer foodTimer ArrayList<Button> buttons Button startGame Button areYouSureButton Button lost Button stats Button goBackToStart Button doneSorting Environment environment boolean rain, showRain boolean sunlight, showSunlight boolean fooddrop long time Timer plantTimer Timer bacteriaTimer boolean showGrid int bactTime
void setup() void makeButtons() void draw() void runButtons() void runTimers() void mouseClicked() void growBact() void removeFood() void keyPressed() void showTheRain() void show Raining() void showTheSun() void showTheGrid() void checkBactPlant() void checkFood() void showFood() void resetBools() void makeLifeTimes() void tempModPlant() void endSim() void killBact() void heapSort(int[] arr) int maxChildPos(int post, int last, int[] arr)

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()

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

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)

ENVIRONMENT
int[] grid int[] rain int[] sun
void sunlight (int intensity) void rain (int intensity) void getGrid() void showRain() void dropFood() void tempChange() void run()

Food
int xcor, ycor int r, g, b boolean eaten
void display()