Unity jr programmer final submission

# Enviroment

Grey plane

# Inheritance

2 Species.

Cylindric Blobs.

Red and Blue.

Predator and Prey

## Polymorphism

Predator eats Prey

Prey eats Gras

# Encapsulation

Energy values

Prey has way more Energy as Gras for Food.

Changing these would cause chaos.

Amount of Energy needed for each species to be fed up.

# Abstraction

Species

Move()

DetectFood()

Eat()