

1. What critters did you make for the Program? What is their Behavior and do these Critters use any extra field and/or methods?
 - a. Critter1
 - i. Never moves unless confronted in a fight. Will always try to flee and fight is a last resort when energy is too low to walk.
 - ii. In a peaceful timeStep, just reproduces if it has energy>100. Babies ALWAYS spawn in Dir 0, 1, or 2 (1 block away from parent)
 - b. Critter2
 - i. In a timeStep, will reproduce if it has high energy, otherwise will run (if energy> 2*run cost) or walk (if energy> walk cost).
 - ii. In a fight, will fight if energy> 100 OR energy<walk cost. If energy<100 AND energy> walk cost, then it will attempt to flee.
 - c. Critter3
 - i. This critter will always take a walk in a random direction, and then it will make a baby.
 - ii. This critter is not afraid of others; it has its mind set to mess up other critters.
 - d. Critter4
 - i. This critter always walks in the UP position.
 - ii. If its energy is the same of that required to reproduce, it will reproduce.
 - iii. This is a mean critter, it always wants to fight.
2. Do you use the provided arraylist for population/babies or did you create your own class?
 - a. Yes