WorldObject

WorldObject

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positionX: int
positionY: int

+ getX(): int
+ getY(): int

Food

Food

+ type: String
+ foodLevel: double

- Decay(): void
+ (getters and setters)

Creature

Creature

+ name: String
- age: int
- hungerLevel: double

+ Die(): void
+ Reproduce(): void
+ Move(x: int, y: int): void
+ Eat(e: Food): void
(getters and setters)

World

World

+ CreaturesInWorld: Creature[ ]
- worldSizeX: int
- worldSizeY: int

+ CreateCreature(): bool
+ SpawnFood():void

0..*   1

Prey

Prey

+ fightOrFlight: bool
+ herbivoreOrOmnivore: bool

+ Attack():bool
+ Flee(): void
+ (getters and setters)

Predator

Predator

+ carnivoreOrOmnivore: bool

+ Attack(): bool
(getters and setters)