import java.awt.Color;

import info.gridworld.actor.Actor;

import info.gridworld.grid.UnboundedGrid;

import info.gridworld.actor.ActorWorld;

import info.gridworld.grid.Location;

import info.gridworld.actor.Bug;

import info.gridworld.grid.Location;

import java.util.ArrayList;

public class BattleBugRunner

{

public static void main()

{

//UnboundedGrid grid = new UnboundedGrid<Actor>();

ActorWorld world = new ActorWorld(); //grid);

BattleBug b1 = new BattleBug(Color.RED);

BattleBug b2 = new BattleBug(Color.ORANGE);

BattleBug b3 = new BattleBug(Color.BLUE);

BattleBug b4 = new BattleBug(Color.BLACK);

BattleBug b5 = new BattleBug(Color.CYAN);

BattleBug b6 = new BattleBug(Color.YELLOW);

world.add(new Location(2,2),b1);

world.add(new Location(2,3),b2);

world.add(new Location(4,2),b3);

world.add(new Location(4,3),b4);

world.add(new Location(6,2),b5);

world.add(new Location(6,3),b6);

world.show();

}

}