import java.awt.Color;

import info.gridworld.actor.\*;

import info.gridworld.actor.Critter;

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 WarpBugRunner

{

public static void main()

{

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

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

Critter c1 = new Critter();

WarpBug b1 = new WarpBug(Color.RED);

WarpBug b2 = new WarpBug(Color.ORANGE);

world.add(new Location(2,2),c1);

world.add(new Location(3,5),b1);

world.add(new Location(5,7),b2);

world.show();

}

}