Environment

- uniqueEnvironment : Environment

- grid : Cell [ ] [ ]

- rows : int

- columns : int

- isInBounds(row : int , col : int) : boolean

+ getLifeForm(row : int , col : int) : LifeForm

+ updateGridLocation(entity : LifeForm , row : int , col : int) : void

  changes the location of lifeforms on the grid; updates the
  LifeForm with setLocation() so that it knows where it is

+ move(entity : LifeForm) : boolean

  handles the complex move behavior; uses getLifeForm(),
  updateGridLocation(), and listed LifeForm methods

LifeForm

row : int

col : int

maxSpeed : int

currentDirection : String

+ getRow() : int

+ getCol() : int

+ getMaxSpeed() : int

+ getCurrentDirection() : String

+ setLocation(row : int , col : int) : void