

# 422C Project 4 ReadMe

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For Critter we left almost all of the project structurally the same. However we did add the CritterWorld class appended to the bottom of Critter. CritterWorld functions as a world-tracker for the engine. It keeps track of the locations of all the Critters on the map, as well as providing methods to move critters, clear the world, and most importantly resolve all conflicts present in the world at a given time. We store the map in a 2-D array of ArrayLists for easy access and dequeuing.