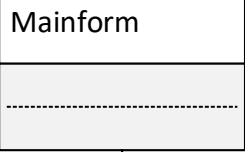
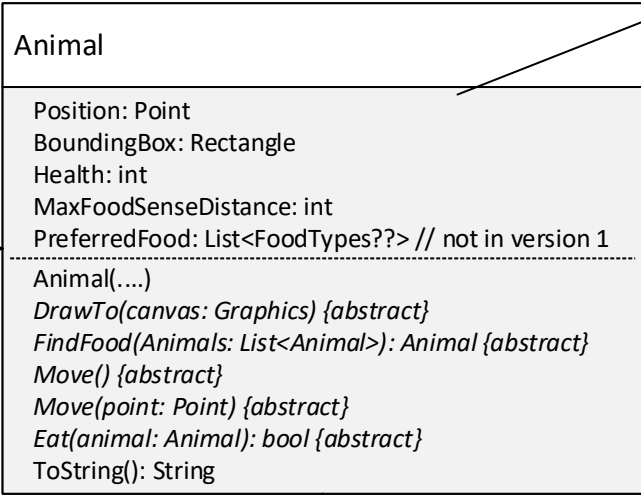


Draw the gameworld on a PictureBox when making this in a Forms application .

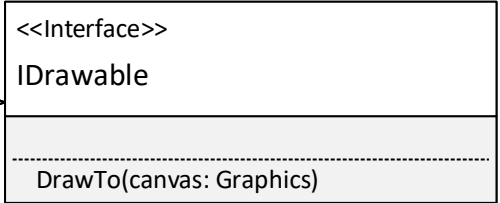


It would be nice to be able to add grass areas while the game is running...



The BoundingBox (Rectangle) can be used to detect an intersection with another game object.

Each type of animal has a fixed number of pixels that its allowed to move in one turn.

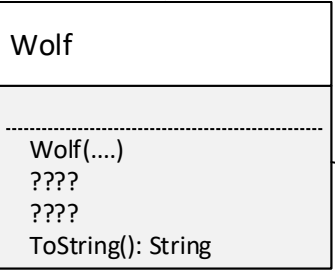
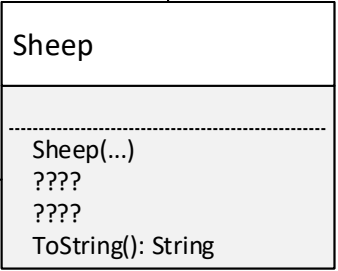


Strategy for health diminishing is up to you. Remember removing health every turn is maybe a bit crude... But otherwise it gets a bit crowded... strategy must be same for each type of animal.

When the game runs, each animal (one by one) gets fa turn in which it (for example : scans for food, moves (hungry?), eats (if possible) and updates its health.
Expand with behaviours you want

Sheep like grass areas. They eat grass.
Grass is missing in this class diagram. How/where to add it? Herbivores must eat too!

It would be nice if sheep try to run from wolves if spotted.



Wolves prey on sheep and eat them