**Classes:**

1. Driver Class (main method)
2. LifeForm abstract class
   1. Fields
      1. LifeForm[] eats (final)
      2. LifeForm[] predators (final)
      3. Lifespan
      4. LifeLeft
      5. Hunger
      6. HungerLeft
   2. Methods
      1. Eat
      2. Die
      3. Age
      4. Move
      5. FindNutrients
      6. Breed
   3. Subclasses
      1. Plant abstract class
         1. Fields
         2. Methods
3. Biomes Abstract class
   1. Fields
      1. Name
      2. Foods
      3. Color
      4. Bounds
      5. Nutrients
   2. Methods
      1. getNutrientMap
   3. Subclasses
      1. Mordor
      2. Jungle
      3. Mountain
      4. Desert
      5. Forest
4. World class
   1. Fields
      1. LifeForms[][] Life
      2. Int[][] Nutrients
      3. Dimension Size
   2. Methods
      1. getSquareInfo
      2. Advance
      3. Apocalypse