

LAB S15 – CRITTER BATTLE

Using the GridWorld framework provided, you will create an original Critter to take part in a last-critter-standing, winner-take-all competition.

Criteria

- 1) Your entrant must extend Critter.
- 2) You may not override the act method for your Critter.
- 3) If your Critter causes the program to crash, it will be eliminated from the battle.
- 4) Your Critter must remain on the Grid for the duration of the Critter Battle.
- 5) Your Critter should have a uniquely identifying icon.
- 6) Your Critter may only eliminate one other Critter per turn; to eliminate another Critter, it must call the `removeSelfFromGrid` method for the target Critter. You may not “accidentally” or “collaterally” remove additional Critters by placing a Rock (or other Actor) where they are located. You may not use the `remove` method.
- 7) Your Critter may only reproduce a single offspring (through any method) every three turns.
- 8) Your Critter must have a unique name that is identifiable by you and Holm.
- 9) You may not override the `removeSelfFromGrid` method (or any associated methods). If your Critter’s time comes, it must go gently into that dark night.
- 10) **ICON:** Your icon must be a GIF (.gif format) with a size of 48 pixels by 48 pixels. Your icon must have the same name as your Critter (i.e., *YourCritter.gif*). You can use an online converter (just Bing it) to turn any jpg into a gif.

Submission

- 1) You must submit the *YourCritter.java* file and your icon (*YourCritter.gif*) for your Critter via email to Holm (mholm@lgsuhdsd.org) by 11:59 pm on Sunday, April 19. The Critter Battle will take place on Monday, April 20, during your scheduled class period.