Final Project CS132
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This project will simulate a village, and the population of people living within it. They will hunt deers for food while avoiding tiger attacks, and will only mate once they reach a certain food threshold. They will also cut down trees and use the materials for building houses.

Superclass: EntityBase()
    getHeight();
    getNeighbor(Direction dir);
    getWidth();
    getX();
    getY();
    isAlive();
    isAwake();
    onLose();
    onMate();
    onMateEnd();
    onReset();
    onSleep();
    onWakeUp();
    onWin();
    isChild();
    getFood();
    getWood();
        Subclass: Villager();
            fight(string opponent);
            getColor();
            getMove();
            getType() const = 0;
            toString();
                Sub-Subclass: LumberJack();
                Sub-Subclass: Hunters();
                Sub-Subclass: Deer();
                Sub-Subclass: Tiger();
                Sub-Subclass: Tree();