Grid Class: This class is to map my abstract class pointers onto the grid and be able to move items in me from my grid class and if the object in my grid class is picked it can then move it onto another place. I am thinking of adding a function in which you can insert an insect* pointer to a selected index [m][n] in my grid path.

For Insect abstract class I created three variables called name. X coordinate, and Y coordinate. Were the insect path having two variables with virtual functions and pure virtual functions all point for this class is just to make the code easier to digest and to understand.

For Aphid class is it my prey it holds the proper constructors and have some operator handlers namely for food. My Ladybug class has an operator handling that takes in aphids and delete that aphid and increases its food tank variable by one. It also has different stats for it but other than that it mostly the same to aphids.

Aphids and Insects inherits form Insect abstract class. And Grid class is base class for Insect abstract class.

My food class is a completely separate class that is mostly used just to feed the aphids and give me excitement to the game.