InterfaceBehaviour

+ moveDirection()
+ moveSpeedMultiplier()
+ getColor()
+ clone()

FearfulBehaviour

+ couleur

+ FearfulBehaviour()
+ FearfulBehaviour()
+ FearfulBehaviour()
+ ~FearfulBehaviour()
+ operator=()
+ moveDirection()
+ moveSpeedMultiplier()
+ maxNeighbours()
+ clone()
+ getColor()