

This project simulates a predator chasing after its prey. The user uses the sliders to increase or decrease the speed of the prey and the predator. The user then presses a button and the simulation calculates based on the speeds of both animals whether or not the prey is alive. The program uses if-then statements to calculate the results of the chase. Both the classes Prey and Predator are used to store their own speeds, while the SimulationManager Script runs the program.