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README.pdf

We created four new classes: Critter1.java, Critter2.java, Critter3.java, and Critter4.java. They are unofficially known as Trump, Wall, Pepe, and Doge, respectively (and very lovingly).

Each class has a **toString()** method that returns a string equivalent to the Critter number.

Each class has a **fight()** method that determines what it does in a fight. Critter1 and Critter2 are always true. Critter 3 has a 50/50 chance of being true or false. Critter4 is always false.

Each class has a **doTimeStep()** method that does an action for the Critter's turn. Critter1 moves in the same direction every time, with the direction determined at construction. Critter2 stands still, living up to its informal "Wall" name. Critter3 always runs diagonally up and to the right. Critter4 moves in a random direction and always reproduces.

Each class has a **runStats()** method, which returns information specific to each Critter.