Goat class requirements

-inherits the animal class:

Gives it set position, get x , y, inherits circle shape

Properties needed

* no. of Goats placed
* no. of goats killed
* Goat enumerator i.e. which no. goat it is
* Check whether goat is alive (Boolean)
* check whether goat is placed(Boolean)
* functions to change the above two statuses as needed

members i.e. statuses should be private

functions should access those members and change them

required members should be made static if not specific to a single goat