## Sensors

Eyes:

can perceive objects in front of (at x distance)

Ears:

can hear objects that are moving around the actor (at y distance)

Touch:

can feel objects that it is touching everywhere around it (at 0 distance)

Hunger:

can feel hungry which will give it the need to find food

Sleep:

can feel tired which will trigger a need to find a place to sleep. Preferably close to one or more walls for shelter

Health:

can feel another object damaging it

can feel when it is hurt which will lead to it fleeing

## Effectors

Legs:

Can move in all directions

Mouth:

Can eat object in front of it

Can pick things up in front of it

Can drop things on the ground in front of it

Can bite other creatures in front of it

## Behavior

Look for food:

walks around looking for food. when food is found, walk to it and eat it

Look for place to sleep:

walks around looking for a sheltered place to sleep. If found: lay down and sleep until not tired anymore