EnvironmentObject

- boost::uuids::uuid id
- std::pair< float, floatposition
- + EnvironmentObject(float x, float y)
- + boost::uuids::uuid getld () const
- + virtual ~EnvironmentObject ()=default
- + virtual void postIteration()
- + virtual std::pair< float, float > getPosition() const
- + virtual void setPosition (float x, float y)



FoodState state

- + Food()
- + bool canBeEaten()
- + void eaten()
- + int getEnergy() const