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Do You Know?

1. act() calls the methods the critter uses to interact with the grid, getActors() gets the actors around the critter, processActors() removes actors that aren’t rocks or critters, getMoveLocations() gets the move locations for the critter, selectMoveLocation() selects which move location it is going to move to, makeMove() moves it to the selected location.
2. Look at actors around it, process them, look at the available locations around it, choose one, move there.
3. If they need to get different actors than just the ones right next to them.
4. Eat them, turn them, change their color
5. getMoveLocations(), selectMoveLocation(), makeMove().
6. It extends Actor which has a default constructor.