Zachary Gill

Do You Know?

1. It eats the actors, so it doesn’t need to change anything.
2. It only eats actors that are not rocks or critters and ones that are directly or diagonally in front of it. Its getActor() method is overridden to only get actors in these locations.
3. To get the locations directly and diagonally in front of it.
4. (4,4), (4, 3), (4, 5)
5. If a CrabCritter can’t move like a Critter, it turns randomly, unlike a Critter.
6. If it can’t move it turns.
7. CrabCritters won’t eat other Critters or subclasses of Critter or rocks.