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/* CRITTERS README.pdf
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*/
```

Our main modifications occurred in Critter.java

Some data structures we used were two ArrayLists of Critters to store the alive Critters and the new baby Critters

Where needed, i.e. worldTimeStep, we created a HashMap of Lists of Critters by using a hashCode of the x and y coordinates of Critters

We used some sets in worldTimeStep to determine which locations housed multiple Critters and then iterated over one of these sets to deal with all conflicts

new classes

- Critter1 (CowardCritter)
- Critter2 (Spider)
- Critter3 (NinjaCritter)
- Critter4 (SquareCritter)