

Ant,

- attributes
  - food 5mg,
- methods (behavior)
  - move(Direction),
  - eat(Food),
  - decreaseWeight(),
  - retrieveFood()

AntEater ->roam-> Area

Area – width, height

Cell

Colony ? Area, Location, Position

Nest

PilesOfFood, 1mg of food

Food

Pheromone ? drops

Time , ticks ?

Simulation, ticks ms

AntEater

Food

Ant

Tick???

Nest

Pheromone

Cell

Weight??? 8 9.4

Colony

Area, Description