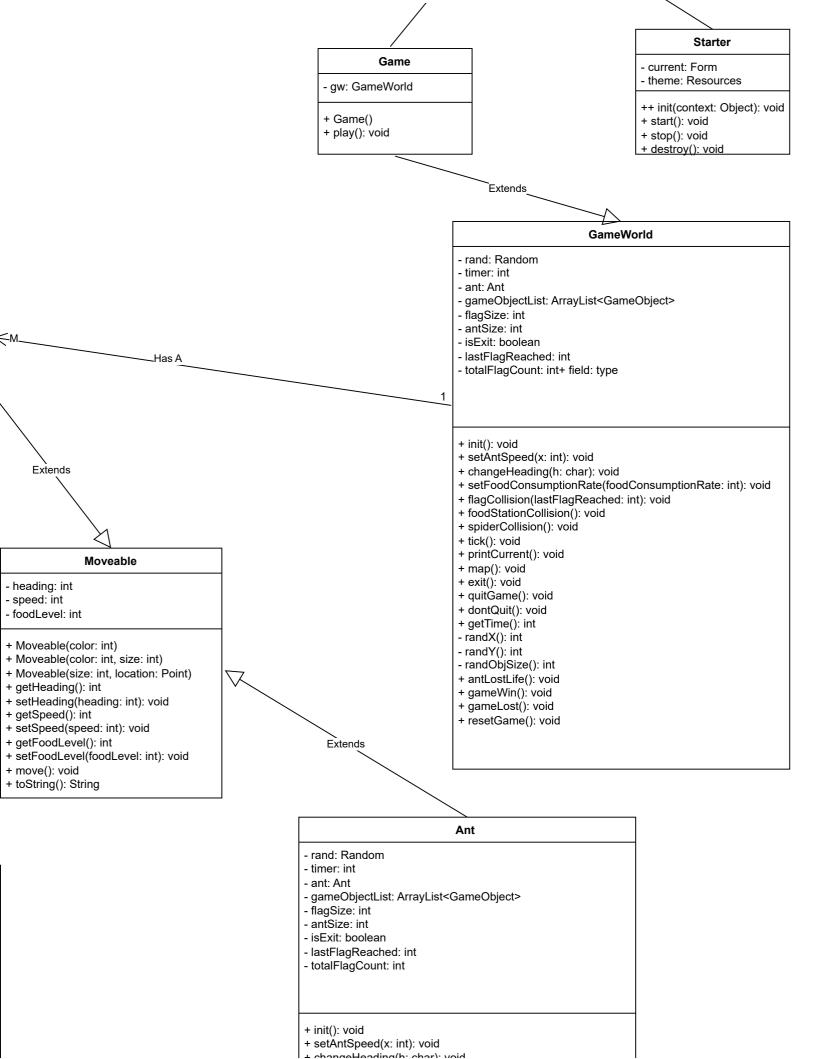
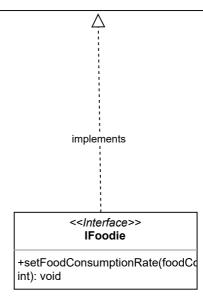


+ randSpeed(): int



+ move(): void + toString(): String + setFoodLevel(foodLevel: int): void

+ setFoodConsumptionRate(foodConsumptionRate: int): void
+ flagCollision(lastFlagReached: int): void
+ floodStationCollision(): void
+ spiderCollision(): void
+ tick(): void
+ printCurrent(): void
+ map(): void
+ exit(): void
+ quitGame(): void
+ dontQuit(): void
+ getTime(): int
- randX(): int
- randY(): int
- randObjSize(): int
+ antLostLife(): void
+ gameWin(): void



+ gameLost(): void + resetGame(): void