# Project 4 Critters 1 README

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Project 4 Critters implements the Model-View-Controller system and involves the use of Critters in a 2-D grid. Each critter behaves slightly differently in its movement and abilities. A doWorldTimeStep executes one step for all the alive critters on grid and causes interaction. When critters encounter another one in the same position, they either fight or flee. We created Critter1, Critter2, Critter3, and Critter 4 classes. Critters that are alive are held in an ArrayList called population.