

## README

This code Consists of the following Structure:

`Main.commandInterpreter()` - takes in input and parses command. Issues corresponding calls to Critter Method.

`Critter.WorldTimeStep()` - Runs the majority of operation in the world.

Critters are stored in the population List, aswell as a World list. World is a linear representation of the 2D grid, and used to access each location to check for encounters in linear time. Babies are stored in the babies list and added to population after one turn.

### NEW CLASSES:

**Critter1** - This critter will not move at all unless low on health and fight anybody that comes into it's path. It will reproduce rapidly like a virus to try to take over the map early on.

**Critter2** - This critter hates numbers with a passion. If any critter tries to fight it, it will only retaliate if it has a number representing it. It will also try to gravitate to the top of the screen as it only runs up and walks down.