Predator/Prey Simulation

**Animals**

* Roam the field.
* Can randomly catch a disease. Randomly spreads to adjacent animals of the same species.
* Breed when next to animal of the same species and opposite sex.

**Predators**

Eat prey.

* Fox
  + Will only eat rabbits and mice.
  + Fog causes Fox to not act.
* Tiger
  + Does not act during nighttime (between 0 and 6).

**Prey**

Eat plants.

* Mouse
* Squirrel
* Rabbit

**Extension Tasks**

**Plants**

* Exist in a plantField inside the animal field, accessed by prey using the animal field.
* Only grow when it is raining.
* Age used for food value.

**Weather**

* Static object inside simulator
* Fog and rain at random.

**Disease**

* Animals can randomly catch a disease

**Bugs or Problems**

Not all species are able to sustain their populations.