New Classes:
    CritterWorld:
        Purpose: Hold all of critters being created and living in world
        Fields:
            Set<Critter> myCritters: set of all critters in the world
            Set<Critter> newbornCritters: set of critters that have just been born and
            are not yet added to world
            Set<Critter> movedCritters: set of critters that have moved this time step
            int population: the number of critters in the world
            int newborns: the number of newborns in the world
        Methods:
            makeCritterWorld(): initiate the world
            stageOneInit(): used for Stage One creation of world
            addCritter(): add critter to myCritters
            remove(Critter c): remove critter from myCritters
            getCritterList(): get set of all critters in world
            getBabyList(): get set of all newborn critters
            addNewborn(Critter c): add newborn to list of newborns
            addMovedCritter(Critter c): add critter to list of moved critters
            clearMovedCritters(): clear list of moved critters
            hasCritterMoved(Critter c): see if critter has moved this time step

Critter Holding Data Structure:
    Set<Critters> myCritters: myCritters is the data structure used for holding all
    critters currently in the world.
    It is a set for quick access, removal and addition.