Husky Design:

-only eats after a fight moving three squares or less

-for standard critters, if an enemy appears, it will choose the attack which will most likely kill the critter (judging on the husky’s appearance and other critters’ behavior)

-For movement, all huskies will be trying to get to the same square, thus, if they succeed in getting there, will mate. They will attempt to travel in a pack.

-for other huskies, it will choose a random attack. If it wins, in the future it will only attack with that one.

-The appearance will be random for different huskies. However, it will mimic the behavior of the appearance it has.

-if there is a square with food, don’t move until another critter tries eating the food, then attack while asleep

Not sure if this is possible, but if the husky can detect other critters’ movements, then it will track and try to distinguish standard critters from opponent huskies.