A simulator that supports the functionality for Critter. The data structure we used to hold the population of critters was an ArrayList. New methods include isAlive, to check if the Critter is alive, move, to assist the functionality of run and walk, isNotFree, to check if a grid location is populated with a critter, critter1Wins, to kill critter 2 and increase critter 1's energy, and finally critter2Wins, to kill critter 1 and increase critter 2's energy. New variables include alive, to store if a critter is alive or not, and hasDisplayedError, to store if an error has already been displayed to prevent multiple errors being displayed for one error. No new classes were made.