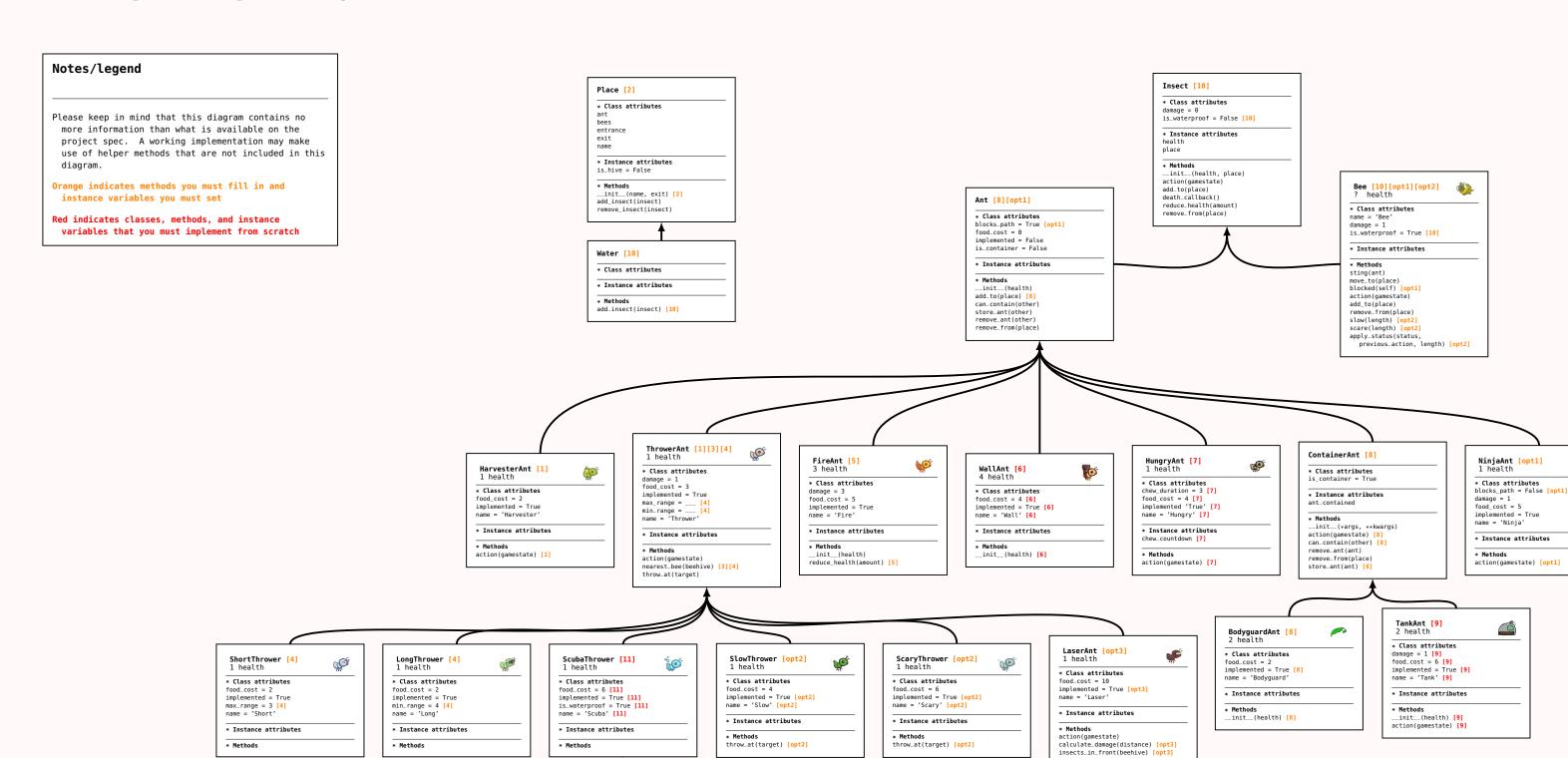
CS 61A Ants Project Object Map



QueenAnt [EC]
1 health * Class attributes food_cost = 7 implemented = True name = 'Queen' * Instance attributes * Methods
__init__(health) [EC] action(gamestate) [EC]
reduce_health(amount) [EC]