

Roadrunner

- new_bred_player():void
- check_surrounding(): int
- + Roadrunner()
- + move(): void
- + breed(): void
- + getPtype: PlayerType
- + player_code(): char

Coyote

- new_bred_player():void
- starve_count: int
- + Coyote()
- + move(): void
- + breed(): void
- + getPtype: PlayerType
- + player code(): char
- + is dead(): bool

Roadrunners and Coyotes