```java
package club.westcs.GridWorldBeckerbauer;

import info.gridworld.actor.ActorWorld;
import info.gridworld.grid.BoundedGrid;

public class MagneticCritterLevel3Runner {
    public static void main(String[] args) {
        ActorWorld world = new ActorWorld(new BoundedGrid<>(25, 25));
        world.add(new MagneticCritterLevel3());
        world.add(new MagneticCritterLevel3());
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        world.add(new MagneticCritterLevel3());
        world.add(new MagneticCritterLevel3());
        world.add(new MagneticCritterLevel3());
        world.show();
    }
}
```