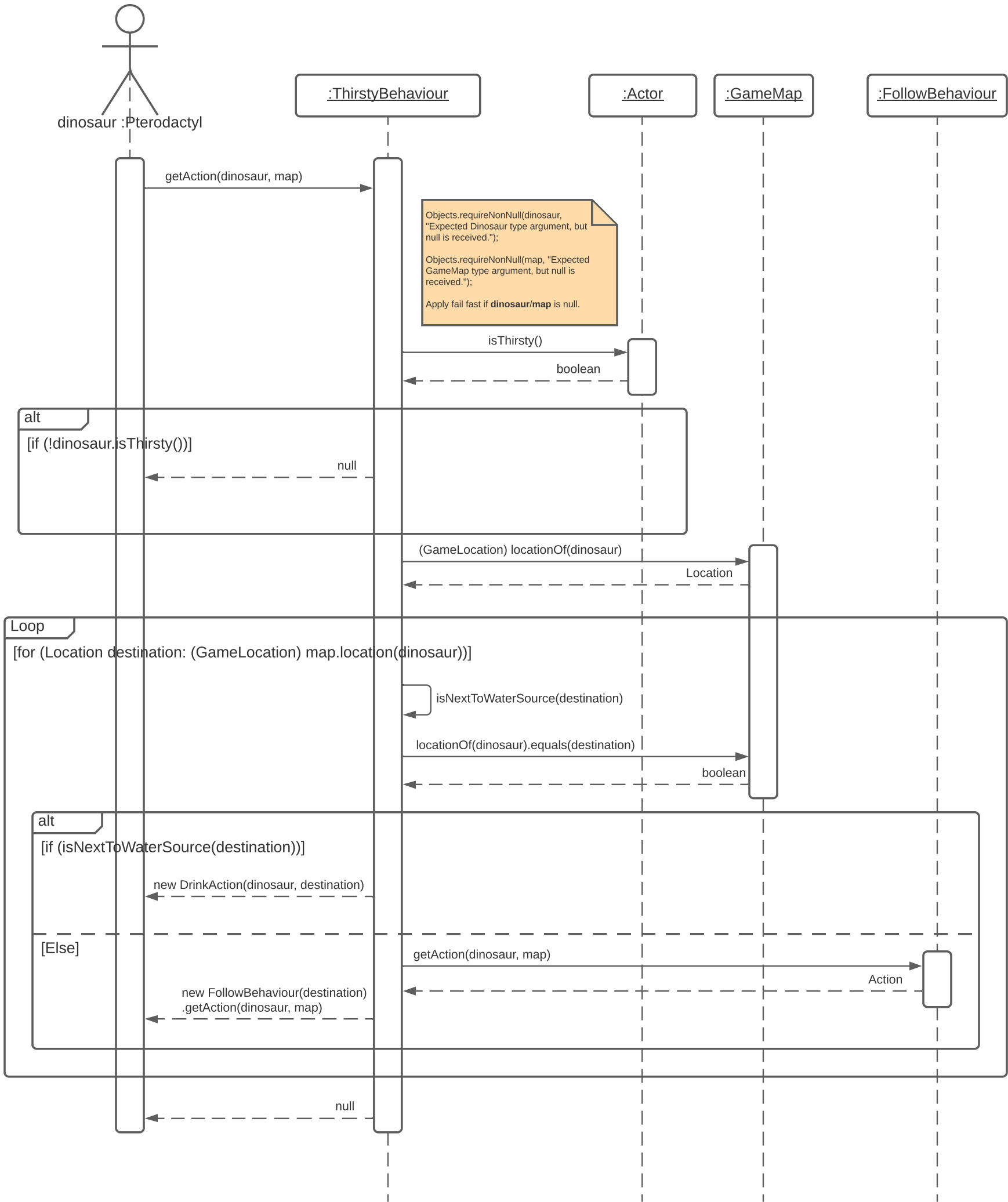
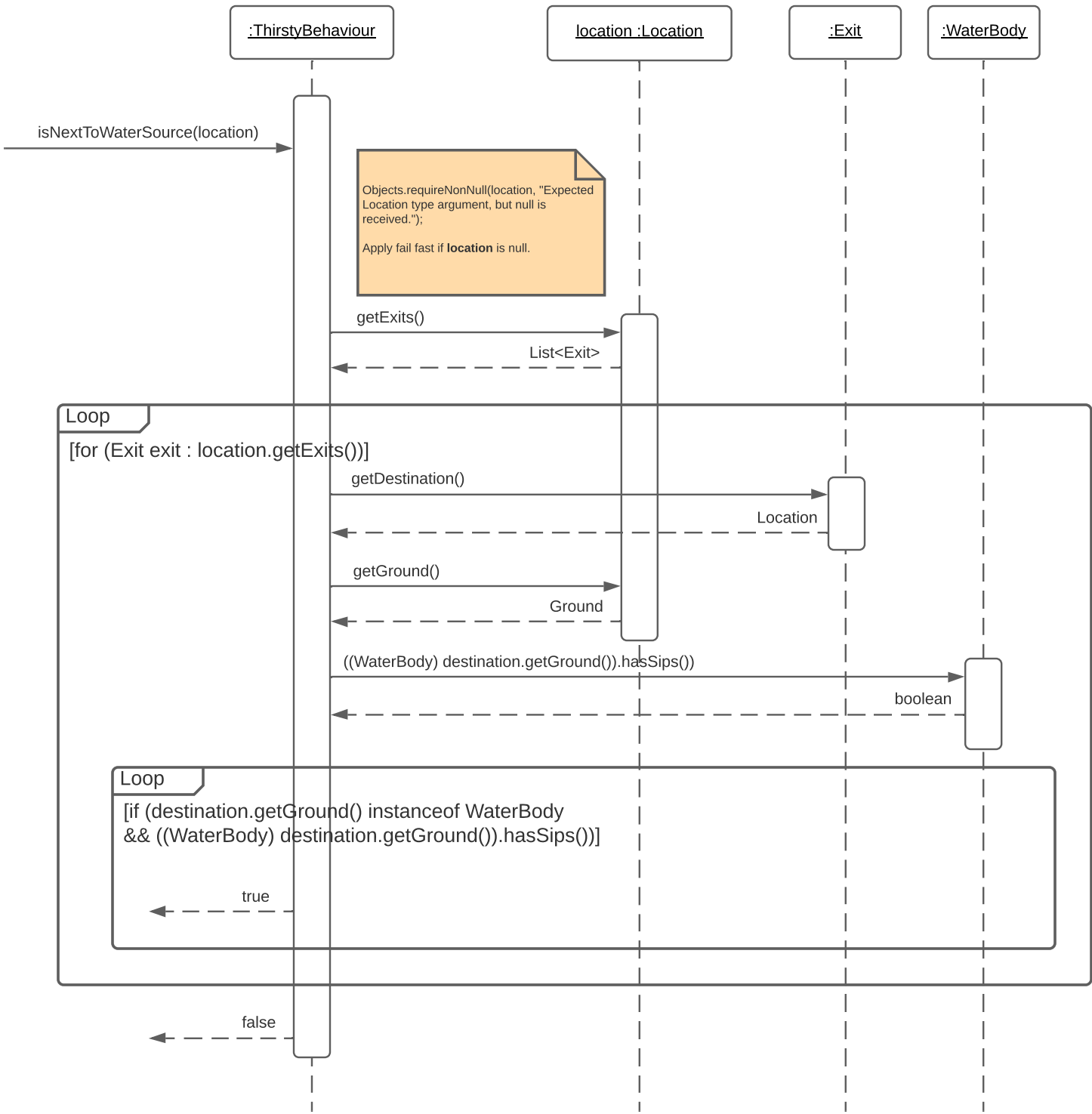


ThirstyBehaviour



isNextToWaterSource()



DrinkAction

