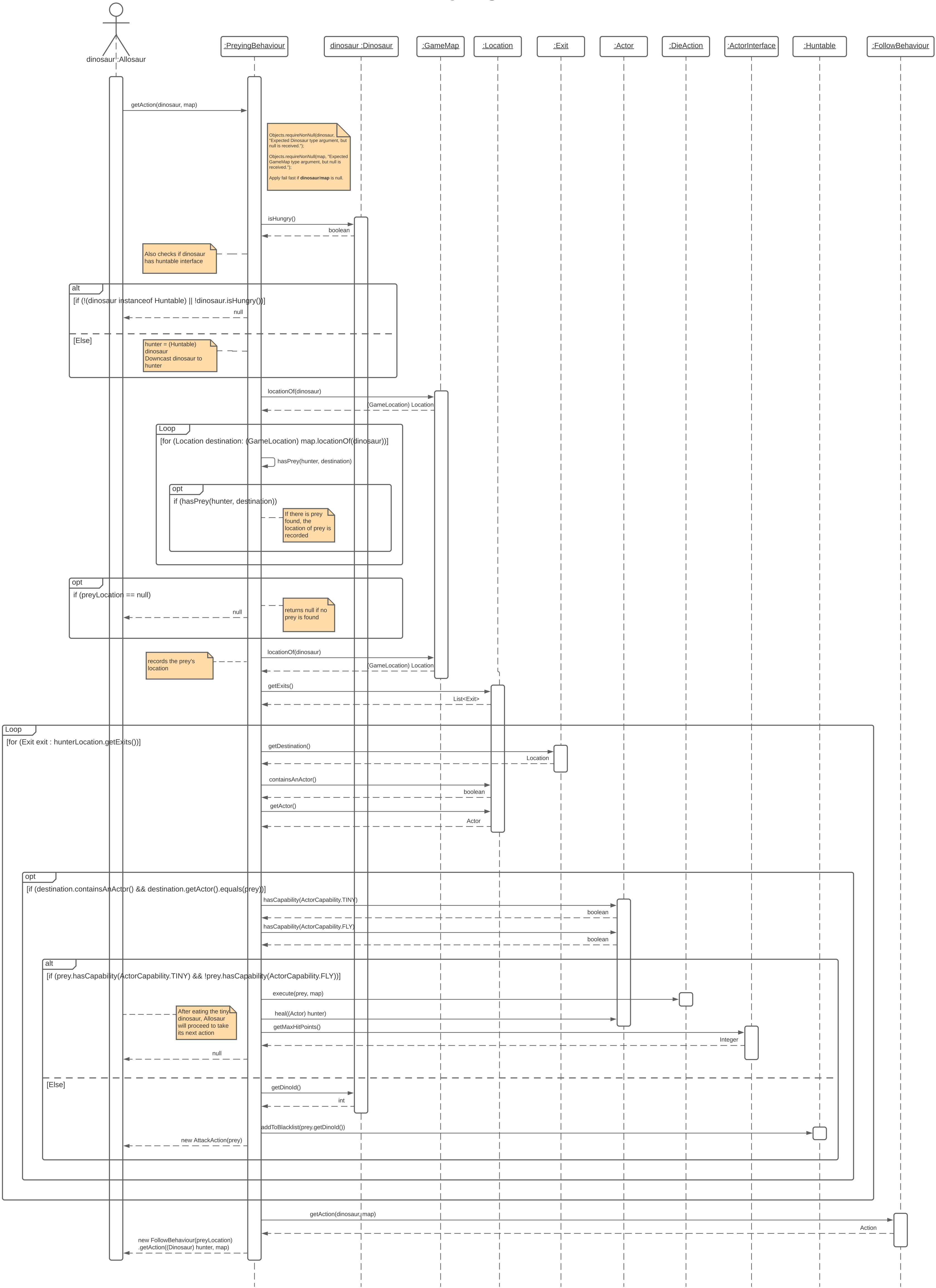


PreyingBehaviour



hasPrey()

