Critters

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Classes Created

Class Critter1 "Jesus Critter" : A class for the "Jesus" Critter that has the ability to resurrect. Has an extra "resurrection" field to count the number of critters who were brought back from the dead.

Class Critter2 "megaMind Critter" : A class for the "megaMind" critter that runs only if there is space to run, otherwise it fights. Loses 1 point extra every turn due to brain damage. Also has brain damage field to calculate total brain damage.

Class Critter3 "rabbit Critter" : Like what it's named after it reproduces often and has a counter "rabbitBabies" to count the total number of babies, it can reproduce twice for the cost of one.

Class Critter4 "Energy Critter" : A critter who miraculously gets 10 point every timestep which gives it better fighting prowess, this critter opts to fight every time it has over 100 energy due to its strength. Fields include, fights avoided, fights done and totalEnergy.

Data Structure Used: To hold the critters we used a regular Array List