

# IDEAS

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## Use ArrayList for the creation of Hunters and Prey

- Create objects for n objects with ArrayList <as seen in ./knowledge\_base-samples/objArrTest.java>
- Enter n via UI (use slider)
- use arraylist or array

## create Virtual class Actor

- visabiltyCone()
- movement()
- isFriendly()
- attack()
- movement speed defined

## HunterActor

- isInGroup()
- howling()
- isGroupNeeded()

## PreyActor

- canRetaliate()