LivingEntity World Time Terrain Ank... Food. - Enemy .... Way Around Velocity Decision ActionDecision Fight GreateNost CreateAnt Cohesion Separation Alignment Observer is made thanks ho Ottoraphies View? Chesion Ecision World Terrain Separation Decision Position Life mass Size Velocity Color time Prichan Alignment Decision timeslep lemain [] FightAction Inert Entity What caround LivingEntity Nest Greate Action Enlikes [] decision Nelveity Decision Ant Create Action laction becision max force energy decision · Create entities . harde terrain Strategies or dections . Computes neighbourhoods property States (An ant can change role) during withing