Game Engine Assignment

# Creatures/Organisms:

* Birds
* Babies
* Fruit

# Premise:

Each bird has a certain number of babies, each of which will follow their mother (bird) around. Both the birds and the babies have hunger levels as well as happiness levels; which will correlate with their hunger. There are fruit scattered around the map. Only the birds can obtain the fruit, which can then be passed down to the babies.

If a bird (or baby) becomes too hungry without getting fruit, they will die, and babies that are following a bird who dies will seek another bird to follow.

# Music:

The background music is an instrumental song that I wrote and recorded myself.