README

We each created 2 unique critter classes. They each have a fight(), doTimeStep(), and a toString().

Critter 1: A critter that only reproduces. Fights if not Critter1.

Critter 2: A critter that only walks vertically or horizontally, 80% chance it will reproduce a Critter2, 0.1% chance it will reproduce a Critter1. If it's walking horizontally, always fight, otherwise it will choose a random direction to walk if it can walk.

Critter 3: A critter if energy > 100 there is some chance they reproduce a Critter1 or 3. 20% chance it will walk, 4% chance it will run. If opponent is Critter1 there is 20% chance it will fight, otherwise if random number from 0-99 is less than energy, fight.

Critter 4: 25% chance it will run. 75% chance it will walk and a 7.5% chance it will reproduce. Fights every other critter except tries to run from Critter1.