

Repository: https://github.com/johnnguyen1/critters_StarterCode_Sp18/

Created MyCritic2 & MyCritic3 which both implement their own doTimeStep(),
fight(String opponent), toString(), and runStats(List<Critic>)

MyCritic2 – always tries runs away in an encounter and stats are how many times it successfully fled

MyCritic3 – always tries to fight in an encounter and stats are how many times it initiated a fight

Stored critters in List<Critic> population