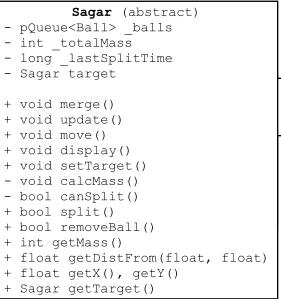
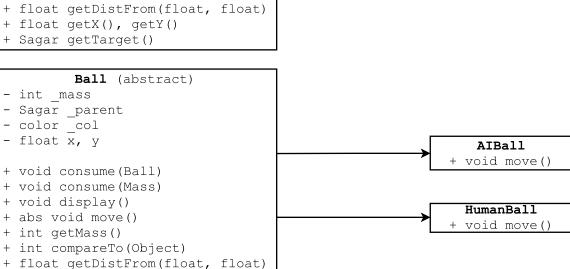
```
Sagarui (Driver)
ArrayList<Sagar> sagars
ArrayList<Mass> mass

void setup()
void draw()
void ballConsumption()
void massConsumption()
void deadSagarRemoval()
void spawnMass
```





AISagar
+ void split()

HumanSagar

+ void split()

Mass

+ Sagar getParent()

- int mass
- float x, y
- color _col
- bool exists
- + void display()