

Entity(Name)

Name is an string

The name that should be used when doing actions.

Actions is a list of string

A list of all the actions that the entity can perform.

Animal is an **Entity**

Is_Injured is a bool with **False** as default

Injure() is an action

If **!Is_Injured** ,sets **Is_Injured** to True

Heal() is an action

If **Is_Injured** , sets **Is_Injured** to False

Robot() is an **Entity**

Is_Charged is a bool with **False** as default

Charge() is an action

If **!Is_Charged** ,sets **Is_Charged** to True

Fish is an **Animal**

If **!Is_Injured** can do this this actions: **Swim()**

Cat is an **Animal**

If **!Is_Injured** can do this this actions: **Walk(),Meow()**

Dog is an **Animal**

If **!Is_Injured** can do this this actions: **Walk(),Swim(),Bark()**

Robot_Fish is an **Robot**

If **Is_Charged** can do this this actions: **Swim()**

Robot_Dog is an **Robot**

If **Is_Charged** can do this this actions: **Walk(),Bark()**

Action_Printer is a utility for printing

Print_Action(Entity entity, string action)

Print that the entity is doing an action

Print_Cannot(Entity entity,string action)

Print that the entity is cannot do that action