# 改进说明文档

1. 改进 PlantEater

增加植物能量过多会死亡的方法。

1. function Plant() {
2. this.energy = 3 + Math.random() \* 4;
3. }
4. Plant.prototype.act = function(view) {
5. if (this.energy > 15) {
6. var space = view.find(" ");
7. if (space)
8. return {type: "reproduce", direction: space};
9. }
10. if (this.energy < 20)
11. return {type: "grow"};
12. if(this.energy>20)
13. return{type:"die"};
14. };

actionTypes.die = function(critter) {

critter.energy -=10;

return true;

};

* 2. 实现食肉动物 Tiger
* function Tiger() {
* this.energy = 50;
* }
* Tiger.prototype.act = function(view) {
* var space = view.find(" ");
* if (this.energy > 60 && space)
* return {type: "reproduce", direction: space};
* var eatplant = view.find("O");
* if (eatplant)
* return {type: "eat", direction: eatplant};
* if (space)
* return {type: "move", direction: space};
* };