```
MapObject
# x_pos_
# y pos
+ MapObject()
+ MapObject()
+ MapObject()
+ ~MapObject()
+ moveTo()
+ moveByVector()
+ getX()
+ getY()
+ simulationStep()
+ serialize()
    Creature
# radius
# angle
# speed
# fecundity
# max repletion
# max_hydration_
# max energy
# max age
# repletion_
# hydration
# energy
# age
# is dead
+ Creature()
+ Creature()
+ isDead()
+ simulationStep()
+ serialize()
```