```
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()
                              Predator
    Herbivore
                         + Predator()
+ Herbivore()
                         + Predator()
+ simulationStep()
                          + simulationStep()
+ serialize()
                         + serialize()
```